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PlayStation

Project Overkill

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Sonic X-Treme

Saturn

Pilotwings 64

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issue 94

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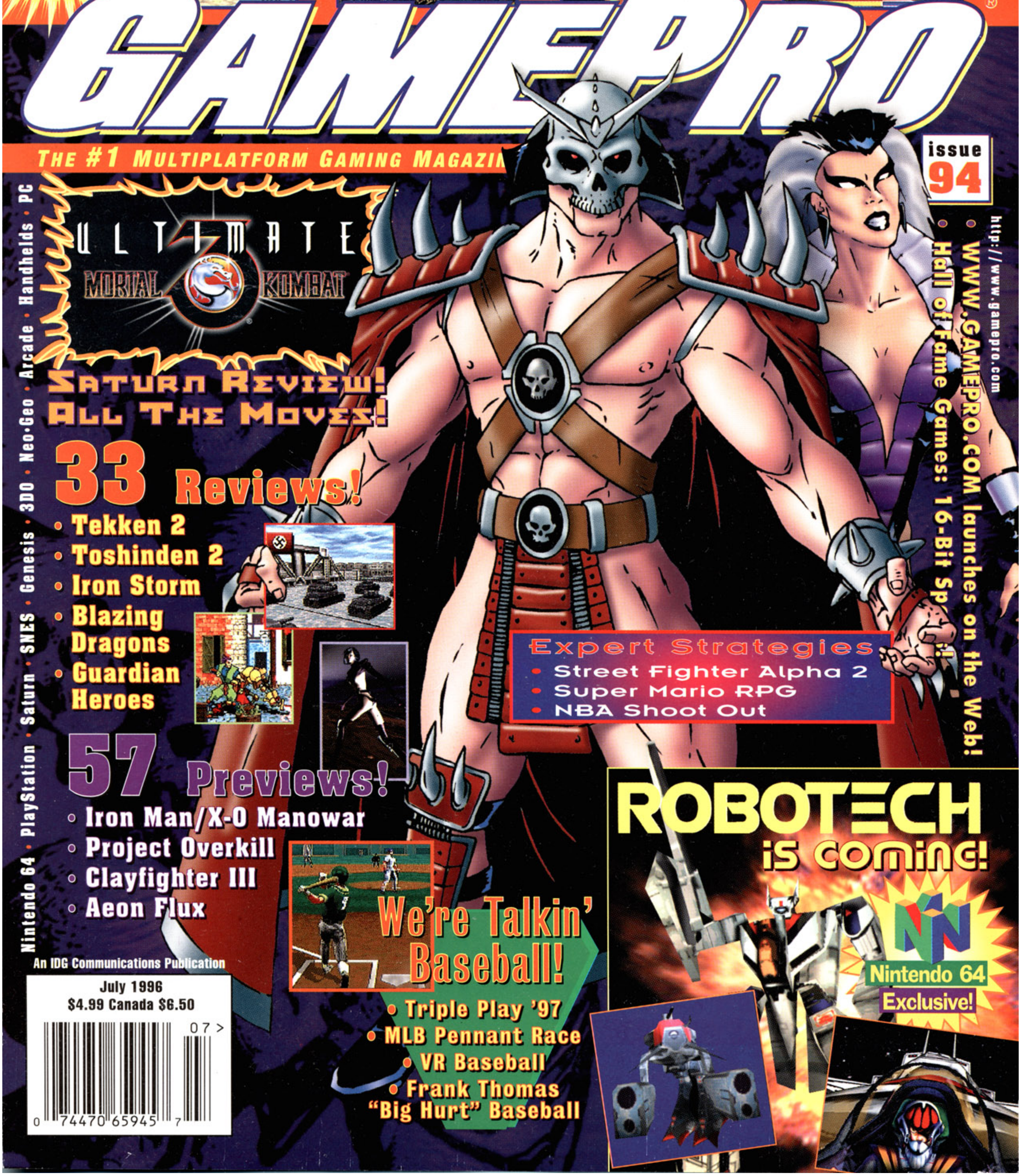

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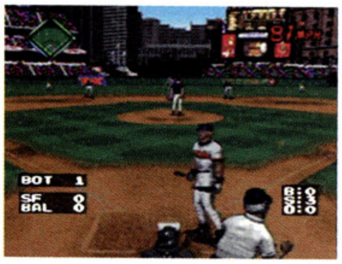
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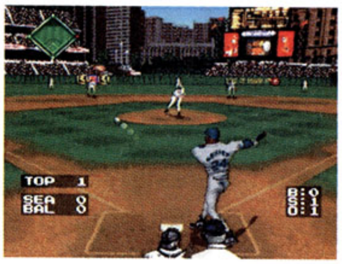
TOP 1
SEA 0
BAL 0
B:0
S:1
O:1

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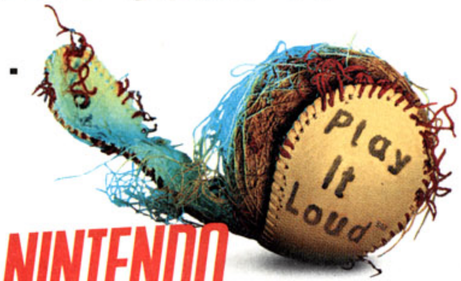
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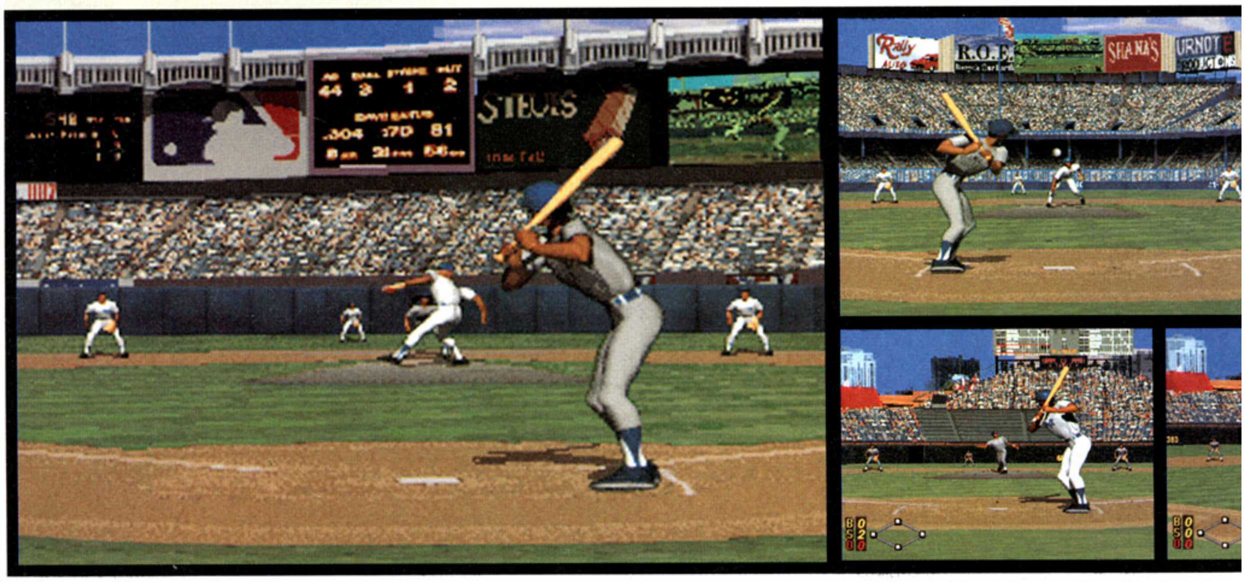

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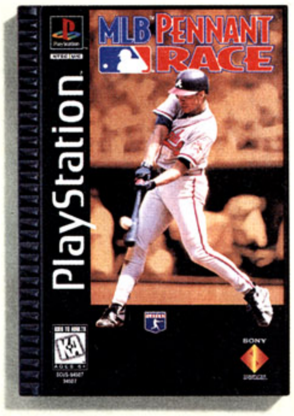

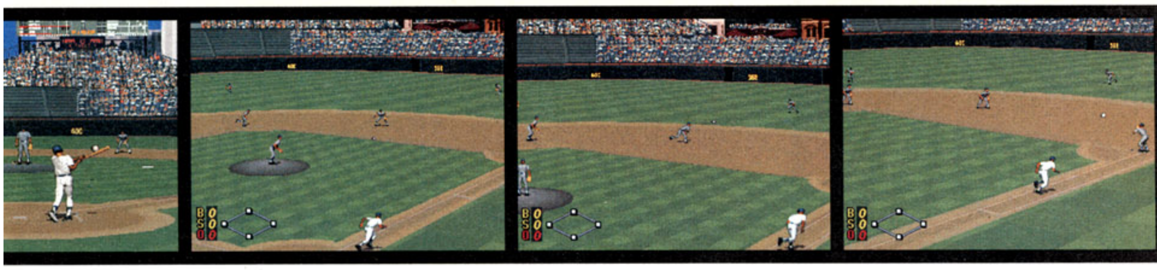

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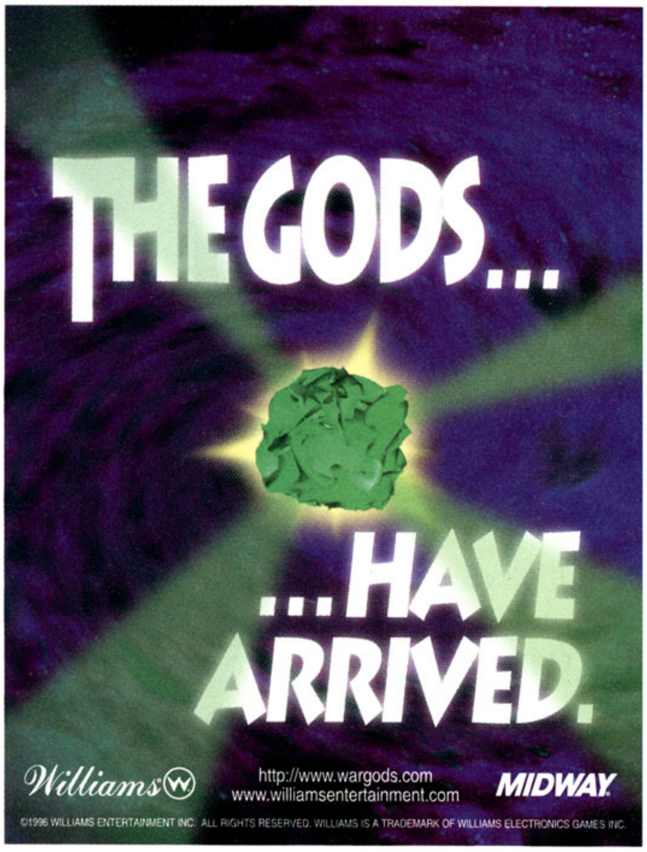
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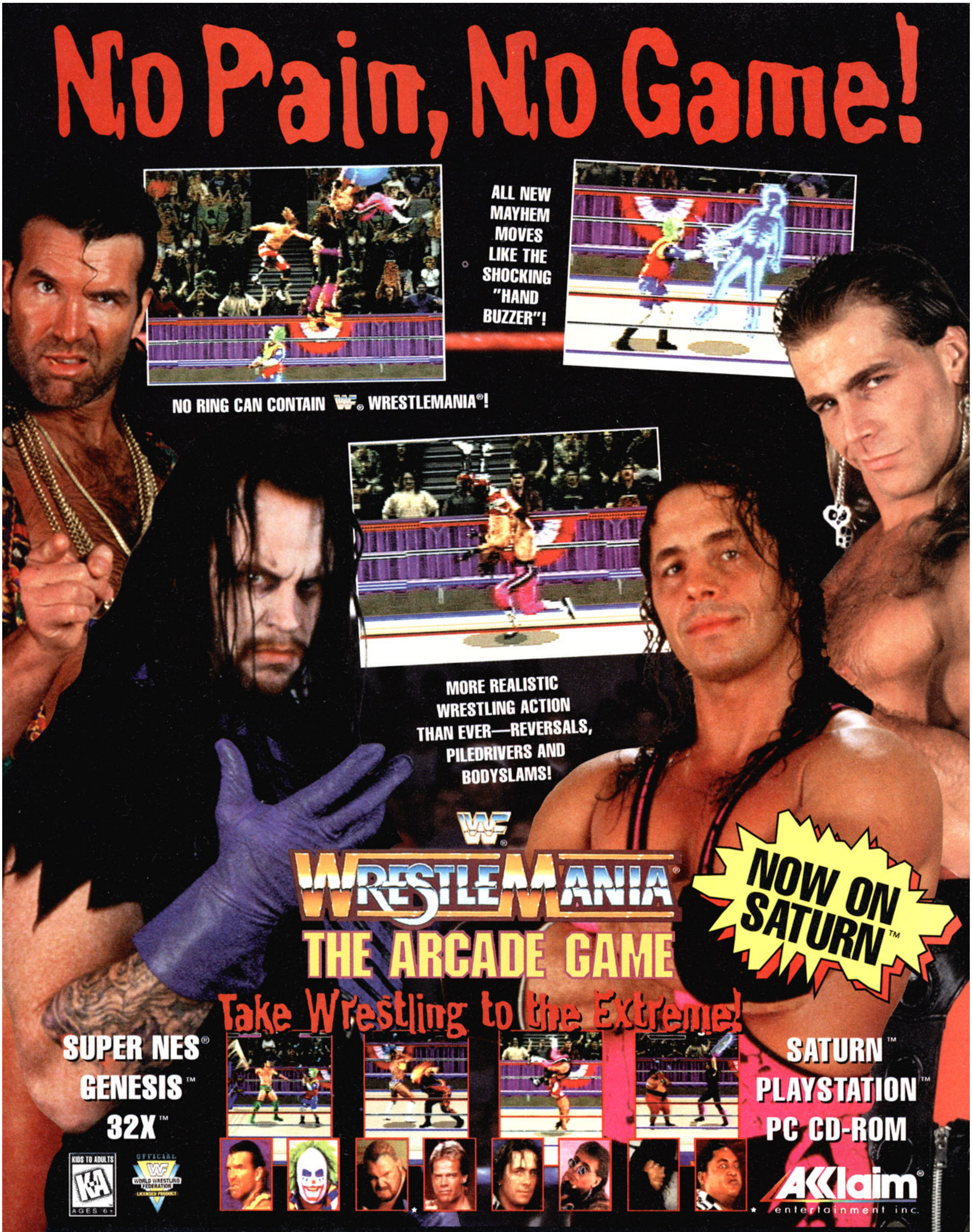
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Crystal Dreams
NINTENDO 64

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The Fighter's Edge

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More Big Heads on ice!

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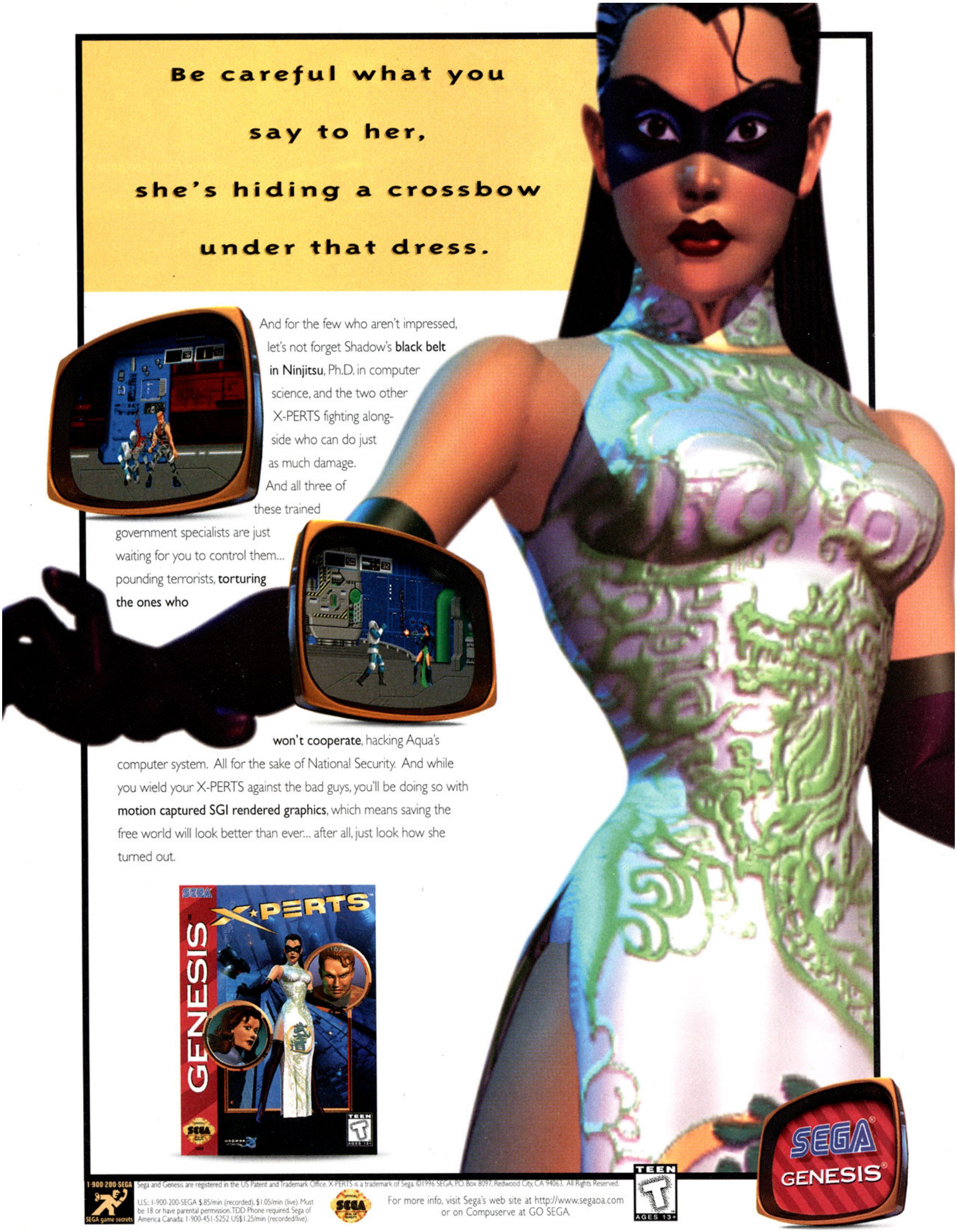

Be careful what you say to her, she's hiding a crossbow under that dress.

And for the few who aren't impressed, let's not forget Shadow's **black belt in Ninjitsu**, Ph.D. in computer science, and the two other X-PERTS fighting alongside who can do just as much damage. And all three of these trained government specialists are just waiting for you to control them... pounding terrorists, **torturing the ones who won't cooperate**, hacking Aqua's computer system. All for the sake of National Security. And while you wield your X-PERTS against the bad guys, you'll be doing so with **motion captured SGI rendered graphics**, which means saving the free world will look better than ever... after all, just look how she turned out.

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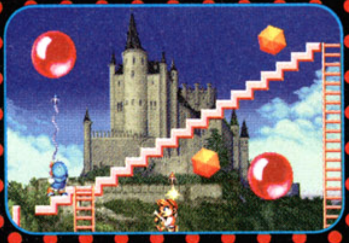
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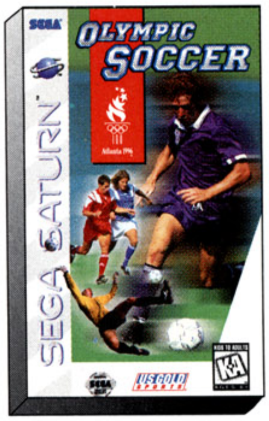

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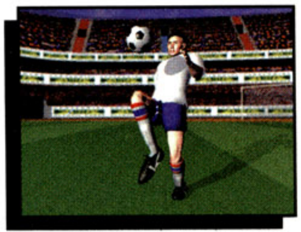

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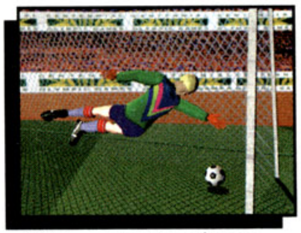

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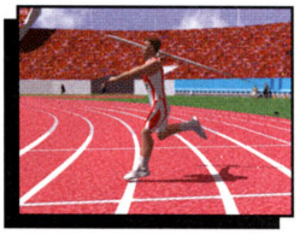

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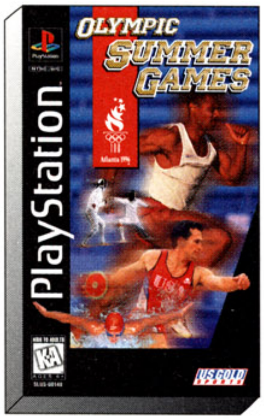

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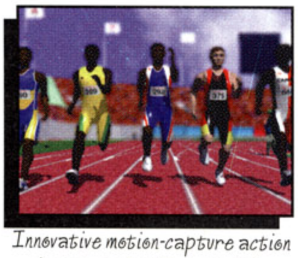

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HEAD 2 HEAD

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GAMEPRO READERS SPEAK OUT

PLAYING NINTENDO'S WAITING GAME

Nobody's happy about Nintendo's springtime announcement that the Nintendo 64 (formerly the Ultra 64, formerly Project Reality) is going to be delayed until the fall. Gamers such as those whose letters appear on this page don't want to wait another three minutes, much less another three months, after being promised that the system would be ready by the end of 1995, then by April 1996, and now by September 30. This should've been the summer of the N64. Instead, it's three more months of waiting.

Gamers aren't the only ones frustrated. Editors have been fascinated for two years with sneak peeks of the N64 and its games. We're just as ready to review those games as you are to play 'em.

Nintendo itself isn't happy, either. Following two earlier delays, this postponement worsens Nintendo's reputation as the company that can't meet a deadline. And Nintendo can't be pleased that many potential N64 buyers, like "TLy7672821" and "The Upset Gamer" at right, aren't waiting anymore. What would've been Nintendo dollars now belong to Sega or Sony.

September
October
November
December

Nintendo has two compelling defenses when gamers express frustration about the delay. First, the system's never wavered in price. The $250 figure is so tantalizing that everybody's willing to wait a little longer, even though Sega's gunning for that advantage with the new $250 Saturn price tag. In addition, by delaying the launch, Nintendo will have more games available when the system finally does come out (up to a dozen titles by Christmas). Everybody's willing to wait for great games, right? If you build it, they will come, won't they?

That's what Nintendo's counting on. The company has already gotten encouragement from retailers, who expect the N64 to be the biggest-selling system in years. Boosted by this vote of confidence, Nintendo expects to ship more than a million N64s in the United States in 1996 (a number that dwarfs the Saturn and PlayStation launches). Remember also that September is a bigger month for sales than April because of its proximity to the holidays. Nobody likes to play the waiting game, but Nintendo figures it's a game it'll still win.

The GamePros
comments.gamepro@iftw.com
San Mateo, CA

THE NINTENDO 64 DELAY

I can't believe what Nintendo did – another delay! By the time it comes out, either Sega or Sony will dominate the video game market. I'm really sorry, Nintendo, but after waiting for such a long time, I think that I will finally buy one of the other next-generation systems.

"TLy7672821"
Internet

The Unknown Gamer replies:

Nobody's happy about the delay, but so far no other company has stepped in to dominate the market as you suggest. Read our adjacent editorial for more discussion about the wait.

I'm upset that Nintendo delayed the Nintendo 64 again. I can no longer wait until September 30. My money is now going to Sony.

"The Upset Gamer"
Seattle, WA

I will still wait for the N64 no matter when it comes out. Given Nintendo's track record, you simply must believe that the games will be excellent, and it won't let any low-quality games slip through. So everyone who is going out now and wasting money on a PlayStation, Saturn, or Jaguar should wait. Just give Nintendo a chance!

Dallas Reeves
Internet

The Super NES and Game Boy came out basically on time, even with some hardware flaws, but they sold great, and were (and still are) very popular. So why the Nintendo 64 delay? I'm afraid impatient gamers will go ahead and shell out the money on a Saturn or PSX. I myself am trying to be faithful, but I'm starting to believe the N64 isn't what it's cracked up to be.

"MadVega"
Internet

GAMES 'N' GEAR

In your March issue, the "Letter from the GamePros" suggested that Doom and Mortal Kombat were the two biggest forces in video games today. I believe that the popularity of MK games is an anomaly, like when bell-bottoms were popular in the 1970s. In the future, people will look back at the MK phenomenon with bewilderment. The games are just plain rubbish. Doom is the best game ever made. Its superiority is not even debatable.

S.K. Lister
Montreal, Quebec, Canada

About your "King Doom" editorial in March, I think games like Doom are much better than fighting games like MK 3. I mean, would you rather have an environment in which you are limited to jumping and attacking, or an environment like Doom's where you can explore a virtual universe? I'll go for a virtual universe anytime!

Geoffrey Johnson
Internet

I really liked the James Bond movie Goldeneye, and I was wondering if there would be any games based on it.

Jareem Abou-ali
Brooklyn, NY

Air Hendrix replies:

Rare, the company that developed Donkey Kong Country, is working on three Nintendo 64 games, including GoldenEye (the other two are Killer Instinct and Donkey Kong Country 3).

Speaking of the latest systems, here's a new portable, the Virtual "Here, Boy!" as it gets a workout from Nigel, the canine companion of Doug Rager in Scotch Plains, New Jersey.

THE MAGAZINE BIZ

I can't understand why people get so upset over the advertisements you listed in your April "Letter from the GamePros." These ads are merely trying to get your attention. If the ads don't catch your eye, they didn't do their job. Companies that make gross ads are only trying to get you to talk about them.

Ryan Sirianni
Internet

CELEBRITY CIRCLE

John Torres of Paterson, New Jersey, is just one of the fans trying to reach Christina Ricci. Write to the star of *Casper* and *The Addams Family* at this address:

Christina Ricci
c/o Mara Buxbum
PMK
1776 Broadway, 8th floor
New York, NY 10019

Complaint Corner

Have you tried selling back your old equipment to stores that deal in used merchandise? I have. I walked into Funcoland with my Sega CD and 32X, including manuals and packaging, plus 17 games, adding up to a grand total of about $900's worth. But Funcoland refused to buy back my 32X and offered me only $30 for my Sega CD! The store then set ridiculous prices for my games ($4 for Doom?). They offered me $63 for everything with the explanation, "Well, these systems are outta style, kid. We're actually doing you a favor by buying this stuff." I'm tired of being ripped off! A related complaint: When I bought the PlayStation for $300, I then had to buy a memory card ($25), a second controller ($25), and a game ($70), bringing the grand total to $445.20 with tax. Old systems or new, I feel taken advantage of. Something must be done.

"MadMrFreze"
Internet

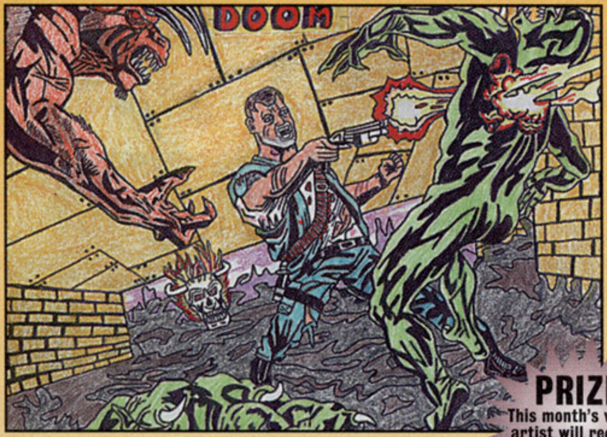
READER REPORT

In April we asked readers to tell us the most they'd spend on a great new game for their current system. The votes break down like this: 80 percent set $90 as their limit, and 20 percent say they'd spend $100 or more! Here's how your votes were spread out:

$150: 5%
$120: 5%
$100: 10%
$90: 20%
$80: 30%
$70: 30%

Art Attack

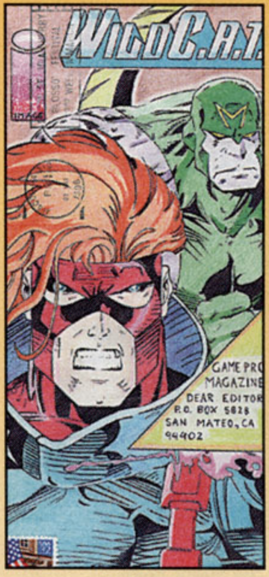
Pick of the Month



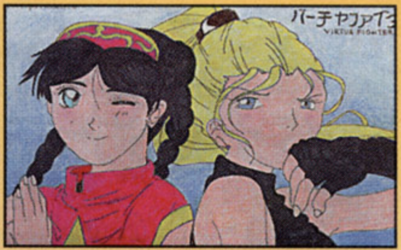
Thomas P. Keenan, Jr., Brooklyn, NY

PRIZE!
This month's winning artist will receive a GamePro T-shirt!

GamePro
video games
warrior



Anonymous
Macon, GA



Jocelyn Kiersted, Kerhonkson, NY

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GamePro Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

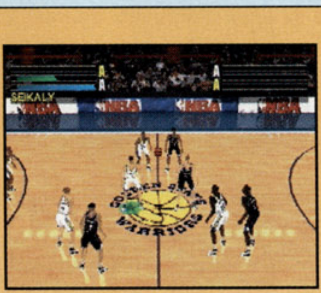
*We cannot publish all letters and e-mail messages, and **we cannot send personal replies to your letters or e-mail.***

E-mail us your comments through America Online or at this Internet address:
comments.gamepro@iftw.com

BUYERS BEWARE

By The Watch Dog

July already? The dog days of summer are almost here! It makes my fleas jump to think of all the work I gotta do around here during the next couple of months. Enough of my barking – let's see what we got in the kennel today from Interact and Sony.



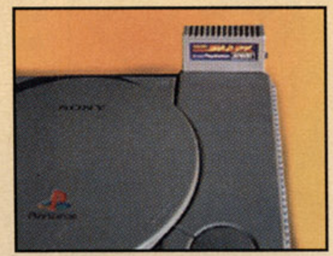
In deep Shoot

Q: When I play a season in NBA Shoot Out, I follow the directions to save the season to my memory card, but when I go back to continue, the season is never saved. I've already returned the game three times, and none of them will save season games. What should I do? How could Sony bring out a game if they know a bug like this exists?

Wallace Hale, Columbus, OH

A: **Ron at Sony's Customer Support states:** There seems to be a problem with the way the game NBA Shoot Out loads the previously saved seasons. As with NFL GameDay, you must start the game without the memory card in the the Player One slot, then go to the Season option, and select Load Season. Then insert the memory card above the Player One slot, and load the season (this is the opposite of what you're supposed to do for NHL Faceoff).

A: **The Watch Dog states:** Sony never answered the question of why these things happen. It should print a disclaimer on the box that says special handling is needed.



When the Shark bites...

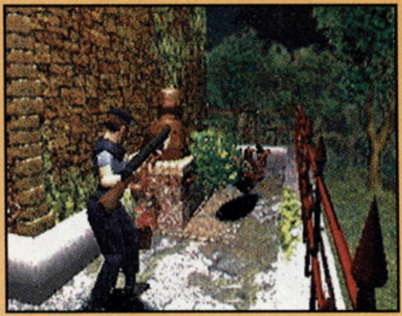
Q: I recently bought a Game Shark for my PlayStation and it stopped working after I used it only three times! After that I couldn't get past the intro screen. Does my Game Shark have a defect, or did I do something wrong?

DeathEternal via Internet

A: **A representative from Interact's Customer Service responds:** Whenever a company makes a large quantity of any item, it's bound to have a few defective units. There haven't been an abnormal amount of complaints regarding the Game Shark, but if it does arise that you have a defective Game Shark, please return it (with a letter explaining the problem) to:

Customer Service
Interact Accesories, Inc.
10945 McCormick Road
Hunt Valley, MD 21031

We will research the problem and replace any defective Sharks.



Evil lessons?

Q: In your awesome April issue, you featured a review of Resident Evil. I got the game the first week it came out and it was everything I expected it to be, but when I read your review many ProTips and strategies that pertained to the beginning of the game were wrong. What's the deal? Did Capcom change the game, or did you do this to sabotage all us gamers looking for hints to teach us all lessons? (Just kiddin'.)

XZInca via Internet

A: **The Watch Dog says:** We got a lot of questions about this review, probably because of our impeccable record for giving informative ProTips. We reviewed the copy of the game Capcom sent to us for review, which was a beta version, and the tips did change in the final boxed copy.

Other magazines, however, did strategy pieces on the game which were wrong because they also used the beta version. We did a 14-page strategy guide in June using the final boxed version of the game, and it's 100 percent accurate.

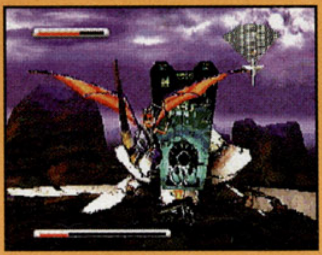
At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware
P.O. Box 5828
San Mateo, CA 94402

E-mail us your product complaints through America Online or at this Internet address:
buyers_beware.gamepro@iftw.com

Q: Last year I bought a Saturn, and enclosed was an offer for a Panzer Dragoon and music sampler CD. It's been five months since I mailed the card and I never received anything. What's going on? What can I do?

BibbD— via Internet



Dragoon their feet

A: **Sega's Customer Service spokesperson says:** The sampler CDs were delayed last August, but all should have been sent by Christmas at the latest. Call 1-800-SEE SATURN (1-800-733-7288) to verify.

Q: A week after I bought my 3DO, the PlayStation came out. The 3DO has no good games. The PlayStation and Saturn have better ones. Even the Genesis and the SNES are coming out with better games than the 3DO! Did I get ripped off?

BGhandi via Internet

3DO-no!

A: **The Watch Dog barks:** Did you get ripped off? My question to you is: Why did you buy the 3DO if you knew there were no good games for it? In our opinion, there are some great games for the 3DO, like Return Fire and Captain Quasar, but even if those aren't your style, why buy the system?

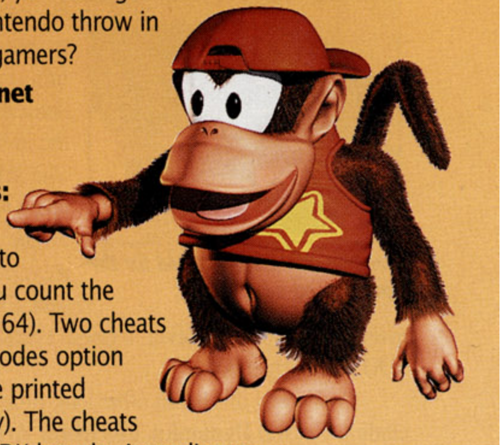
Readers: You need to research a system and its software before spending money on it. Go to the stores and play the available games. Play a friend's games. Don't make purchases until you're sure about what you're getting, especially with systems costing up to $300.

Be sure to check "ProNews" in this issue for a story on Studio 3DO's decision to not support the 3DO platform with more titles.

Q: You listed the music test code for Donkey Kong Country 2 (see "SWATPro," April). If you keep pressing Down when the music test option appears, you also get a menu of cheat codes. My complaint is that while you can get into the music test screen, you can't get into the cheats screen. Did Nintendo throw in that menu just to annoy gamers?

Patrick Nance via Internet

Plan it with the apes.



A: **The Watch Dog states:** Nintendo doesn't go out of its way to annoy gamers (unless you count the delays with the Nintendo 64). Two cheats go along with the cheat codes option that you mention, and we printed them (see "SWATPro," May). The cheats give you 50 lives and no DK barrels. According to Jen Pierce at Nintendo, these are the only cheats in DKC 2.

Q: I just bought NHL '96 for the Genesis. The back of the box says there's a special ceremony if you win the Stanley Cup. Well, I won the Cup and all I saw was just a picture of the trophy, and it tells you who won. Is this the special ceremony they were bragging about?

Jason Palmer, Pales Heights, IL

Pucked up

A: **Rich Rodgers, EA Sports' associate producer on NHL '96, says:** If you start the game in the standard playoff mode, you won't see the special ending. You must play a complete season, and then play through the playoffs to see the "special ceremony" (which involves the red carpet rolling out, and the players skating around with the cup).

A: **The Watch Dog replies:** Adding the words "you must play through an entire season" to the information on the box would have cleared up any questions here. Also, on EA's help line, counselors have been telling callers that the trophy screen is the ending ceremony, so this information should also help out the counselors! Thanks to Tommy Glide for researching this question through his "special" contacts.

PRONEWS

July 1996

3DO's Downhill Slide Begins

The 3DO console's headed for the endangered-species list.

Now that 3DO sales have been surpassed by the PlayStation and Saturn, concrete signs of the 3DO's demise are emerging. Studio 3DO, the in-house software division of The 3DO Company, announced that it would no longer make games for the 3DO. "We've gone through a cycle of titles for the platform," said a 3DO spokesperson, "and given the size of the market, it doesn't make sense to continue to make 3DO games right now."

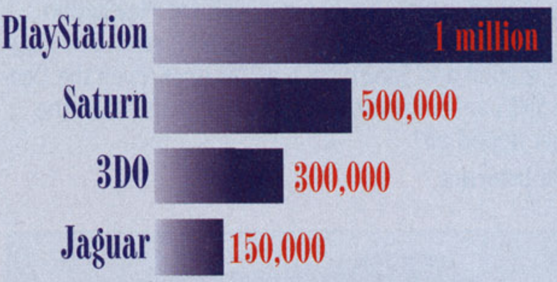
Continuing this trend, other long-time supporters of the 3DO, including **Crystal Dynamics, Electronic Arts,** and **Interplay,** also indicated that they currently had no plans to produce 3DO games. "After we release Casper for the 3DO in May, we don't have any plans at present for further 3DO products," said Genevieve Ostergard, communications manager for Interplay.

Only **Panasonic Interactive Media,** which is owned by Matsushita, the company that purchased 3DO's 64-bit M2 technology (see "ProNews," February), still has 3DO titles in the works. The company has five games due out over the summer, including Ultimate MK 3 and three Olympic sports titles.

In addition to the lack of software support, there's another ominous sign regarding the 3DO's future. In April, Panasonic dropped the price of its 3DO console to $199, a remarkable cut considering the system was originally offered for $799. The move comes after Goldstar made a similar price reduction on its 3DO and announced that it was abandoning the 3DO market (see "ProNews," June). This new hardware-pricing strategy uncomfortably resembles the rock-bottom prices that Atari announced for the Jaguar in a last-ditch attempt to clear inventory (see "ProNews," May).

Next-Gen Systems Sales Comparison

(April 1996 in North America)



With plummeting hardware prices and rapidly fading developer support, the 3DO seems headed the way of the Jaguar and the NES. Diehard 3DO gamers do have a light at the end of the tunnel, however: an M2 upgrade that would essentially make the 3DO a 64-bit machine. Although Panasonic had no news at press time on when or even if an M2 add-on or standalone game console would become available, its spokesperson said, "We're hoping to know before the Electronic Entertainment Expo in May."

As for Studio 3DO, Snowjob and 3DO Games: Decathlon will be

Inside Scoop

N64's Price Is Right

When the **Nintendo 64** is released in Japan on June 23, it will cost about $250. It will come with one controller (though there are ports for four controllers), one AC adapter, and no game. Three games will be available for purchase, all at about $95: Super Mario 64, Pilotwings 64, and the chess game Habu Shogi. Additional accessories, also available June 23, will be priced as follows:

RF Switch:	$15
RF Modulator:	$10
Monoral A/V Cable:	$12
Stereo A/V Cable:	$15
S-Video Cable:	$25
Controllers (black, blue, green, red, and yellow):	$25 each
Controller Pak (memory cartridge):	$10
AC Adapter:	$25

There's still no official word on what the pack-in game will be when the N64 launches in the U.S. in September, but don't be surprised if there is no game. Keep in mind, however, that the NES and SNES both launched first in Japan with no game and then in America with a pack-in Mario game, so perhaps the N64 will follow suit with a bundled Super Mario 64. What is certain is that there will be some extra peripherals available with the launch. InterAct Accessories is making new controllers and joysticks due out in September for the N64, and it's also working on a Game Shark and cleaning kits for Christmas.

Merger Madness Continues

Count **Ocean International Ltd.** as the latest software company to submit to merger madness. By merging, Ocean and **Infogrames Entertainment** will now become the world's fifth-largest publisher of interactive software worldwide, with sales in 1996 topping $100 million. Together they will form the largest video game company in Europe. Ocean of America, a subsidiary of the new company, is the publisher of such titles as Worms, Jurassic Park, and The Addams Family; among Infogrames' major titles is the award-winning Alone in the Dark.

Blizzard Entertainment, makers of Warcraft and Warcraft II, has acquired **Condor, Inc.,** the California software developer behind Acclaim's Justice League and NFL QB Club games. Condor's name will change to Blizzard North as it finishes up Diablo, an eagerly awaited RPG due next month.

its last releases for the 3DO before it turns its attention to other endeavors, including the development of M2, PC, and Internet games. The company's currently preparing ten M2 games for a possible fall release and is focusing on porting over its top 3DO titles, such as Starfighter, to the PC. Although it's working on other original PC titles, they aren't slated for release until fall '97. Finally, if one of the next-gen systems becomes the clear market leader, Studio 3DO plans to begin producing games for that system as well.

Acclaim Abandons Cartridge Games

The 18-month slump in the video game industry has claimed one of its biggest victims. **Acclaim Entertainment,** famous for the X-Men, Mortal Kombat, and NBA Jam games, has quit the cartridge business. The surprise announcement means that Acclaim will turn its back on new games for the SNES, Game Boy, Genesis, 32X, and Game Gear, five systems that had generated more than $1 billion in gross revenues for Acclaim in the '90s.

Stinkers like Cutthroat Island spurred Acclaim's decline in cartridge sales.

Robert Holmes, president of Acclaim, attributed the decision to recent losses that totaled almost $56 million for the fiscal quarter ending last February. "We had anticipated that the 16-bit and portable-games markets would show greater resilience during Christmas and the first calendar quarter. That has simply turned out not to be the case," said Holmes, who might've been thinking about recent Acclaim debacles like Cutthroat Island, Judge Dredd, and the Itchy and Scratchy games. "Full-priced software sales have declined nearly 40 percent in the first few months of 1996. We see that deterioration accelerating through 1996 as more advanced CD-based systems gain momentum, Nintendo's N64 is introduced, and the PC market continues to grow."

Acclaim is not abandoning game making altogether. The company will now focus its efforts on next-gen systems, PC games, and its coin-op division. Upcoming titles include Frank Thomas "Big Hurt" Baseball for the PlayStation, Saturn, and PC; Turok Dinosaur Hunter for the Nintendo 64; and Batman Forever and NBA Extreme for the arcades. But these new titles will be small consolation for fans of Alien 3, True Lies, Stargate, Wolverine, Bart's Nightmare, MK II, NBA Jam T.E., and other Acclaim cartridge games. Like it or not, 16-bit games have just taken one more big step toward extinction.

Prizes Announced for Blockbuster Video Games of Summer Sweepstakes

After announcing the **Blockbuster Video Games of Summer Sweepstakes** last month, **Blockbuster**'s now announcing the prizes it's offering for the biggest video game sweepstakes ever. The sweepstakes is part of Blockbuster Video's new rental program that runs June 17 through August 18 in participating Blockbuster Video stores. Customers who rent four video games will get an additional video game rental free, plus automatic entry in the sweepstakes. Although the entire prize pool hadn't been finalized at press time, Blockbuster will be awarding these prizes listed below:

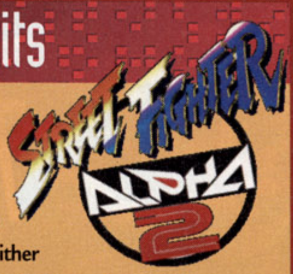
- Ten Ultimate Game Rooms, including a big-screen Sony TV, Saturn, PlayStation, VCR, gaming chair, soda vending machine, ice chest, lava lamp, and *GamePro* gaming attire
- Trips for two to *GamePro* magazine, including an editorial tour, game testing, gaming apparel, and a free subscription
- Sega Saturn; Sony PlayStation
- Acclaim video games; *GamePro* Paks (subscriptions/T-shirts/watches); free Blockbuster Video Game rentals for one year (each prize equals 24 free rentals)

Check any participating Blockbuster Video store for more details. G

Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword "GAMEPRO" to access GamePro Online, then head straight to the Hot News section to get the latest video game news.

News Bits



- The hottest game rumor of the month centers around **Capcom.** According to industry insiders, a deal is supposedly being hammered out with **Nintendo** to bring a 40-meg arcade-true version of either Street Fighter Alpha or SF Alpha 2 to the SNES next year. Stay tuned.
- Once it purchased Atari Games Corp. in the spring (see "ProNews, June), **WMS Industries** quickly sold the license for many of its newly acquired Atari titles. **GT Interactive** will publish a variety of PC, 32- and 64-bit versions of Atari games, in addition to home versions of several WMS arcade titles. First up will be new home versions of Area 51, T-Mek and Return Fire, all due later this year. GT Interactive is also planning new PC versions of Atari classics.
- Software newcomer **MGM Interactive** is working with the English company **Eurocom Developments Ltd.** on H.O.S.T., a futuristic action shooter for Windows 95 PCs (due in November) and the Sony PlayStation (early 1997). H.O.S.T. is an arcade-style shooter that enables multiple players to blast each other via a computer LAN (local area network) or the Internet.
- Boldly going where his *Star Trek* cohorts have already gone, William Shatner has signed on for a 1997 Windows 95 CD-ROM game to be based on the hit film *Star Trek Generations.* Patrick Stewart and Malcolm McDowell will reprise their roles as Picard and Soran, respectively, alongside Shatner's Captain Kirk. Jonathan Frakes (Riker), Brent Spiner (Data), and Michael Dorn (Worf) will provide voiceover support.
- Among the many features in the new Saturn game Iron Storm is one you may not know about. **Working Designs,** the software company behind the World War II strategy game, is donating 50 cents from every copy of Iron Storm sold to the National Holocaust Museum in Washington, D.C. According to a company statement, "Working Designs felt a responsibility to donate to an organization that highlights the horrible atrocities of this war, so that we may never forget."
- On the **Sega** front, the company is trying to lower its suggested retail prices on Saturn software for the rest of the year. Rather than last year's $49-$69 price range for new games, Sega's aiming more for a $39-$59 spectrum. Expect Baku Baku to ship at $39, Fighting Vipers at $49, and Legend of Oasis and other RPGs at $59. The upcoming Sonic games will be priced toward the high end, unfortunately.

IRON MAN™ AND X-O MANOWAR™

The NUTS

MAKING METAL Over a year in the making and nearing its final stages, Marvel Comics' IRON MAN and Valiant Comic's X-O MANOWAR appear in HEAVY METAL, one of Acclaim's most ambitious video game endeavors to date. By utilizing the full capabilities of their Motion Capture Studio (the same studio used in the making of the Batman Forever video game, and other games such as Frank Thomas Big Hurt Baseball and Alien Trilogy), Acclaim is bringing IRON MAN and X-O MANOWAR's comic book universes to revolutionary digital life and bringing the metal titans together for the first time.

Located in their Glen Cove, NY headquarters, the Motion Capture Studio is the jewel in the crown of Acclaim's technological empire. The black rubber stage with its four high-resolution, black-and-white cameras was the scene for the human modeling of HEAVY METAL'S punching, kicking, running, flying, and jumping movements. Captured on film via reflective sensors on actors' black rubber suits, hand-drawn comic art, by veteran artists Bart Sears and Dave Johnson, was wrapped around the digital framework of the fighting movements. The end result is movement so lifelike, so fluid, you'll be running for cover. The same treatment was applied to YELLOW JACKET, BLACKOUT, ABSORBING MAN, GLADIATOR, the SPIDER ALIENS and a galaxy of other villains.

Through the use of completely rendered CGI and SGI computer graphics, both the characters and backgrounds have a highly-detailed, 3-dimensional appearance. HEAVY METAL takes this revolutionary technology to previously unreachable levels of realism. You'll never look at video games the same way again.

IRON MAN X-O MANOWAR HEAVY METAL

SPARKS WILL FLY Out of all this technology comes the meat of any self-respecting video game — the gameplay! From the small but riveting demo that I played, I can tell you that IRON MAN / X-O MANOWAR: HEAVY METAL delivers. You'll get to rampage your way through seven levels ranging from the R&D lab of Stark Industries to the South American rain forest and the New York subway (not to mention Arnim Zola's living

VALIANT
IRON MAN X-O MANOWAR HEAVY METAL

MARVEL COMICS
IRON MAN X-O MANOWAR HEAVY METAL

HEAVY METAL THE VIDEO GAME

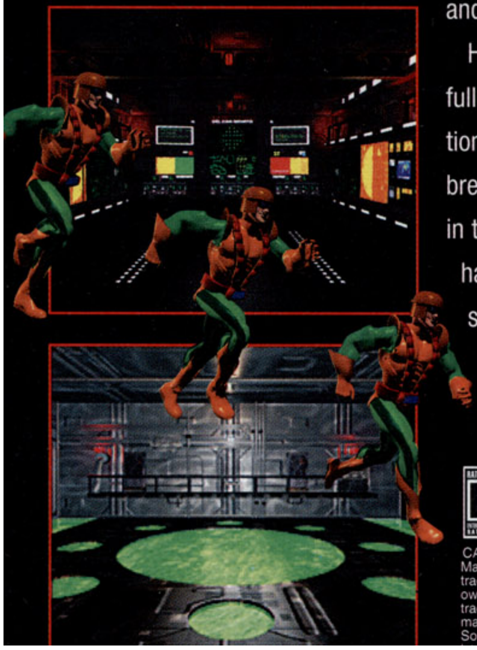
& BOLTS *of it.*

By Edward Marcus

castle)—each with its own different environmental effects. But you'll need more than just a quick trigger finger and a hard right cross to make headway in HEAVY METAL. Only by using strategy to complete your missions will you be able to reach the secret final bonus level: an apocalyptic, one-on-one battle between IRON MAN and X-O MANOWAR!

It's a given that heavy weaponry is a crucial element of IRON MAN / X-O MANOWAR: HEAVY METAL. IRON MAN's arsenal includes Laser and Proton Blasts, Visible Light Beams, Repulsor Blasts, and Force Fields, while X-O MANOWAR relies on his Ion Cannon, Cellular Disrupters, Iron Sword, Armadillo Mode and Illumination Omni beam. And on top of this fearsome firepower, each metal warrior will be able to punch, jump, speed-run and soar through the danger-laced skies!

FORGING AHEAD IRON MAN has completely new armor exclusive to this game (also featured in the crossover comic book from Marvel and Acclaim).



HEAVY METAL also features full-motion computer animation, similar to the ground-breaking technology featured in the movie, Toy Story, and a hard-driving rock music soundtrack.

The game is going to hit **PlayStation**™, **Saturn**™, **Windows**® **95 Game Boy**® and **Game Gear**™ later this summer.

BOTTOM LINE This game may well set a new standard in Super Hero action video games. Until then, you'll just have to be content to know that IRON MAN / X-O MANOWAR: HEAVY METAL will be simply the most thrilling, immersive and technologically astonishing game of the year.

Think you can handle that?

DATA FILE:

Theme
Action

Available
Late Summer

Player
1 or 2

% Complete
20%

Developer
Realtime

Publisher
Acclaim

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GAMEPRO ONLINE

Your Ultimate online source for game information!

The Best of GamePro Online

By The Net Nut

GamePro Online races along on America Online every minute of every day. For anyone who's yet to boldly go into cyberspace, here's a sample of what's happening in our cyberworld.

Online Options

Some areas you can explore in GamePro Online:

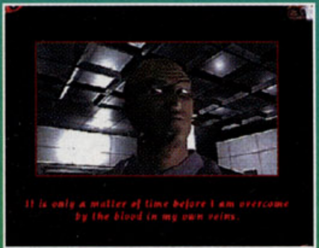
- Chat rooms (live conversation with other gamers)
- Talk with a *GamePro* editor (weekday afternoons at 4:30 p.m. PST in the chat room)
- Message boards (posted comments and tips)
- File Vault (game-related info, including FAQs)
- Archives (current and back issues of *GamePro*)
- Guest conferences (talk with experts like MK 3's Ed Boon)
- Hot News (posted daily, this is industry news as it happens)

Battle Arena Toshinden is one of the latest PC demos to make its way into GamePro Online's File Vault for download.

NetPro

The biggest news on the Web this month is the debut of GamePro's new Web site, GamePro Online. Here are some other cool Web sites worth a look:

- DigiPen: `http://204.174.42.103/`. Remember the big story we wrote about DigiPen, the video game programming school, in our December '95 issue? Here's the Web site. It includes application information and students' home pages.
- The FBI: `http://www.fbi.gov/`. OK, so technically it's not game related, but this site's still pretty cool. Check out the status of current investigations and the famous Ten Most Wanted list.
- Game Shark Codes: `http://www.gameshark.com`. Surfing with the Sharks is a new Web site for PlayStation and Saturn codes that can be used with the Game Shark. Codes are updated weekly.


It is only a matter of time before I am overcome by the blood in my own veins.

Acclaim has launched D: The Awakening, the company's first interactive online adventure, at `http://www.acclaimnation.com`. ***A complement to the game D, this Web site enables you to fully explore the minds of Laura Harris and her father, the lunatic Dr. Richter Harris.***

Glossary of Online Terms

Polling – Sometimes people in chat rooms ask other chat room members to cast a vote on some topic by hitting a number. This practice, called polling, wastes lots of time, because the screen will fill up with numbers instead of with meaningful conversation. Polling is a violation of America Online's rules and could be punished by permanent expulsion from the online service.

Online Conferences

GamePro Online held several exclusive conferences during the spring. One of the most popular was with Mark Turmell, Sal DiVita, and the rest of Williams/Bally/Midway's NBA Jam design team as they prepared to unleash their new NBA Hangtime for the arcades. Here's how they answered questions from the audience:

ICS Sparky: How is NBA Hangtime different from NBA Jam?
Williams/Bally/Midway: We've increased the scale of the court and players about 50 percent. The animation is much smoother, moves are much cooler, and there are lots of new features, such as create-a-player. Plus we have a secret code to allow gameplay on top of a skyscraper!

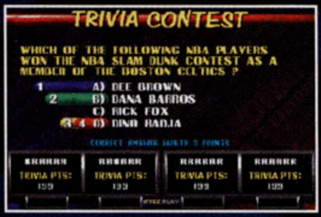
DanAmrich: How many secret characters can we expect this time around?
WBM: Not determined just yet, but over 50.

ABTLR: Is there an all-star team?
WBM: Yes, there are several types of all-star teams.

Buzzard: What significant changes have you made to the gameplay?
WBM: We've incorporated alley-oops (finally), spin moves, fadeaway jumpers, lean-in jumpers, and double dunks, which is where two teammates go up for a dunk simultaneously and the player in front passes off the backboard to the player behind him!

Reeche: Are Shaq, MJ, and Barkley in the game?
WBM: Not officially, but with the create-a-player feature you can create whoever you want!

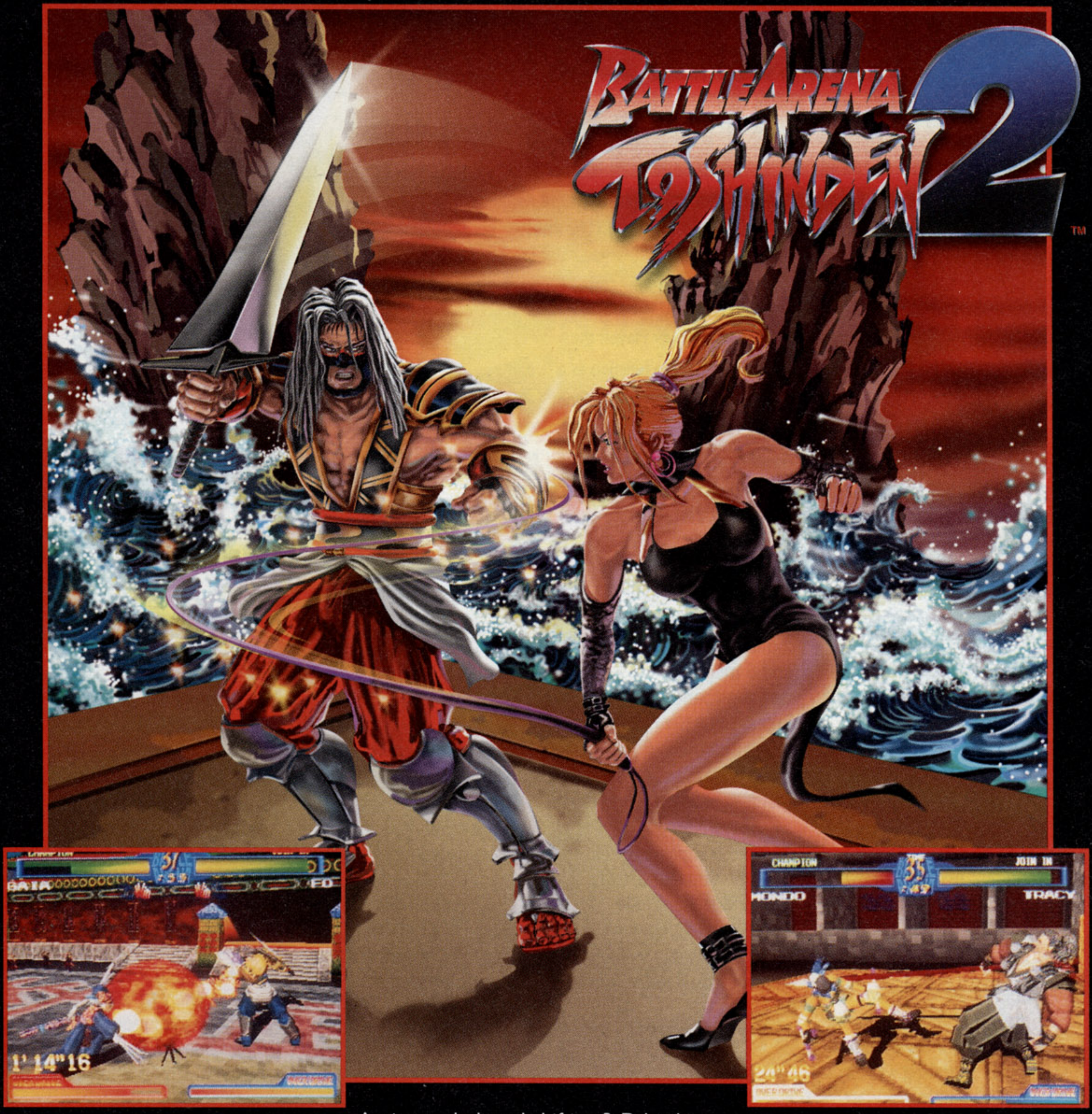
Buz: How soon before NBA Hangtime appears in a 32-bit format?
WBM: Christmas! G


TRIVIA CONTEST
WHICH OF THE FOLLOWING NBA PLAYERS WON THE NBA SLAM DUNK CONTEST AS A MEMBER OF THE BOSTON CELTICS ?
A) DEE BROWN
B) DANA BARROS
C) RICK FOX
D) DINO RADJA
TRIVIA PTS:
FREE PLAY

The NBA Hangtime conference also explained how the game's trivia contest works and what kind of exciting prizes await those who answer correctly.

E-mail us your comments through America Online
or at this Internet address:
comments.gamepro@iftw.com

DEATH. It's what they live for.



Against a dark and shifting 3-D landscape,
the warriors of the twisted underworld known as BATTLE ARENA TOSHINDEN 2™ await your return. How do they know you'll be back? Let's just say it's a *gut* feeling. As in the first 360° go-round, the moves are lethal, the stages visceral and the characters, wicked. And this time, the original avengers are joined by a new crew of fighters. Like Tracy, the sexy cop gone bad; Gaia, merciless madman; and Chaos, a friendly fella who happens to swing a sickle. All of 'em real keen to get to know you better. On every level.

So welcome back. And plan to stay awhile. Because here in Battle Arena Toshinden 2, these forsaken foes aren't just out to take you down. They're down to take you *out*.

TEEN
T
AGES 13+

PlayStation

http://www.playmatestoys.com

PLAYMATES INTERACTIVE ENTERTAINMENT
PIE

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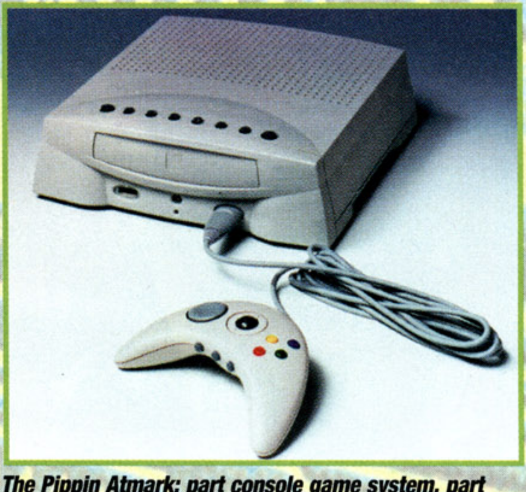
(714) 562-1743

The Pippin Atmark

Tempted by the heavy action online and in console-game systems and computers, Bandai and Apple byte a little one.

By The Whizz

In development for nearly two years, the Pippin Atmark has finally surfaced in Japan. Formerly called the Bandai Power Player, the Pippin is basically a Macintosh computer customized to function as a network computer, a game system, and a home-productivity machine.



The Pippin Atmark: part console game system, part home-productivity system, part network computer

Bandai (yes, the Power Rangers people) has created a new division, Bandai Digital Entertainment (BDE), to promote the Pippin Atmark, which is built and designed by Apple Computer. (The "Atmark" refers to the symbol, "@," made famous by the Internet.)

The system went on sale in Japan in March, but according to Bandai Digital Entertainment, it's destined for the U.S. in September and Europe in '97. The Japanese version cost 64,800 yen (about $648), which includes a 14.4-baud modem and four software titles. BDE hopes to bring it home here at around $500.

Mac-in-the-Box

At Pippin's core is a PowerPC 603 processor and a stripped-down version of the standard Macintosh operating system. That means Pippin software will be fully playable on any PowerMac. As with video game cartridges, each Pippin CD will pack the complete system software to run an application or a game. No drawn-out start-up sequences for this streamlined computer.

Additionally, the unit packs a quad-speed CD-ROM drive and 6 megabytes of RAM that can be expanded to 13 megabytes. Since the Pippin sports neither a built-in floppy drive nor a hard drive, on-board memory will wheel and deal all software functions.

The back panel reveals Pippin's mission. For display, the A/V, S-Video, and VGA ports connect to either a standard TV or a computer monitor. According to Bandai, graphics design in software will be optimized for display via television. For online connectivity, there's a standard-issue Mac-style serial port and a GeoPort.

That Familiar Feeling

Using the controls should be a breeze because the interface is so simple – it's practically spartan. A handful of buttons handle basic system functions: stop, start, power, volume, open CD tray, and skip track. A video game–style controller is the input device, but there's also an optional keyboard. A mouse can't be far behind.

Two controller ports are located on the front of the unit. The Pippin's boomerang-shaped controller will present a familiar layout to gamers: nine action buttons and a circular directional pad like the SNES controller's. Mounted between these, however, is a mini trackball.

Games, Anyone?

Gamers should note that the Pippin isn't a straight-ahead games machine, but a computer that will play games via software or online sources. It has no dedicated graphics or sound processors.

The Pippin's Position

Although the Pippin Atmark may not have the hardware muscle to stay with dedicated 32-bit game machines, for the uninitiated it serves as a painless entry to the online world. In the evolutionary scale from computers to video game systems, Pippin is looking like the missing link. G

The Lowdown

Price: Approximately $500

Memory: 6 MB; expandable to 13 MB

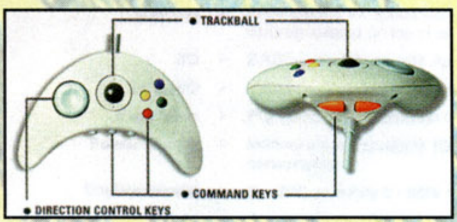
Drive: Quad-speed CD-ROM

Dimensions: 3.2 inches high, 10.4 inches wide, and 10.6 inches long

Video output: A/V, S-Video, VGA

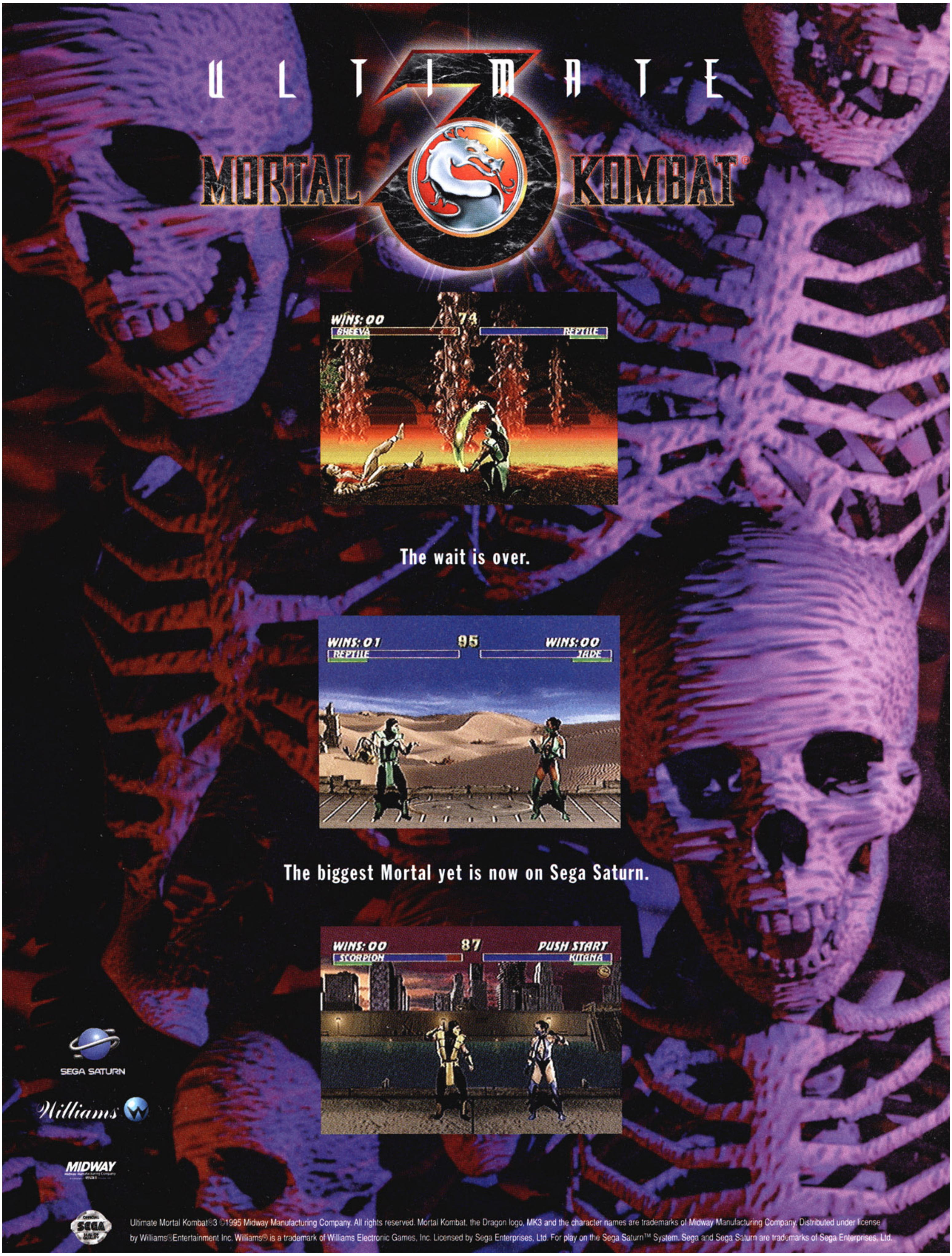
Other output: Serial port, GeoPort

Notes: An external floppy drive is available, and an external hard drive is in development.



The Pippin's sleek, crescent-moon controller features a built-in trackball, a directional pad, and nine action buttons.

The Pippin measures 3.2 inches high, 10.4 inches wide, and 10.6 inches long. Slightly larger than a Saturn, it weighs 8 pounds.


ULTIMATE
MORTAL KOMBAT 3
WINS: 00
74
SHEEVA
REPTILE
WINS: 01
95
WINS: 00
REPTILE
JADE
WINS: 00
87
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The wait is over.

The biggest Mortal yet is now on Sega Saturn.

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GAMEPRO LABS

A Player's Guide to Power Peripherals

By The Lab Rat

Ahhh...summer. No better time to lounge in the lab and forget about school. Now if I could only pry myself away from these new peripherals long enough to catch some *Baywatch* reruns.

Memory... Not Memories

Are you a save junkie who doesn't want to erase any saved level of Magic Carpet on your Saturn or PlayStation? Well, now you can score more memory with **InterAct's** new Memory Card Plus, available for either the Saturn or PlayStation.

InterAct's Memory Card Plus for the Saturn has double the normal memory of Sega's Back-up RAM Cartridge (see "GamePro Labs," October 1995), providing eight times the storage space of the Saturn's internal memory. With two memory banks that you can toggle between, this cart does all the Sega cart does and more for twenty dollars less.

The PlayStation Memory Card Plus offers quite a bit more for your money than standard memory cards, with eight times the memory for only double the price. The Card Plus works like a regular memory card, but it utilizes an LED display and a toggle button to switch between eight pages of memory, with each page storing the standard 15 blocks.

Players, however, must pay close attention to which page they save their game on, as most software looks only for games stored on the current page. Toggling between pages can be a hassle and takes a few seconds. InterAct recommends writing down the page location of your saved games and, with a total of 120 storage blocks on this card, we do too.

Peripheral

MEMORY CARD PLUS

Memory Card Plus

System: PlayStation
Features: Eight times the storage of a standard memory card.
Available: Now
Price: $49.95
Contact: Toy and electronic-gaming stores

All-in-One RF

If your TV doesn't have the composite-cable compatibility necessary to connect to the 32-bit systems, or you're looking to make quick switches between game systems, look no further than the Automatic Advanced RF Converter from **Mad Catz**.

This RF converter works like a normal RF, but gives you three cable adapters: one for the Saturn, one for the PlayStation, and one that works with the Genesis (Model II only), Sega CD, and 32X. This converter enables you to quickly switch systems by unplugging one cable and plugging in another. You also get a three-foot coaxial cable to run to your TV. At $30, the converter's not cheap, but it's a better deal than buying singular RF adapters for each system you own.

Peripheral

Automatic
ADVANCED SYSTEM
RF CONVERTER
PlayStation
Sega Saturn
Genesis &
Sega CD 32X
MAD CATZ

Automatic Advanced RF Converter

Systems: PlayStation, Saturn, Genesis II, Sega CD, 32X
Features: Adapts systems for use with TVs that aren't composite-cable compatible. Enables gamer to quickly switch systems through one RF.
Available: Now
Price: $29.95
Contact: Toy and electronic-gaming stores

Peripheral

MEMORY CARD PLUS

Memory Card Plus

System: Saturn
Features: Double the storage of Sega's Back-up RAM Catridge.
Available: Now
Price: $39.95
Contact: Toy and electronic-gaming stores

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plus automatic chance to win The Ultimate Game Room!
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300 PlayStations with four games each.
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PlayStation

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NO PURCHASE NECESSARY TO ENTER SWEEPSTAKES. To enter by mail, send your name, age, name of parent/legal representative (if under the age of 18), address, and telephone numbers (daytime and evening) on a 3 1/2 x 5 1/2 postcard to: Blockbuster Video Games of Summer Sweepstakes, P.O. Box 324, Lombard, IL 60148-0324. Sweepstakes ends 8/18/96. Mail-in entries must be postmarked by 8/18/96 and received by 8/23/96. You may enter by mail as often as you wish, but each entry must be mailed separately. Mechanically reproduced or photocopied entries are void. For complete Official Rules, by which all entrants are bound, see participating BLOCKBUSTER VIDEO stores or send a request and a SASE to Blockbuster Video Games of Summer Sweepstakes Official Rules, P.O. Box 1403, Lombard, IL 60148-8403. WA & VT residents omit return postage. Open to legal U.S. residents. Prizes will be awarded in the name of the Blockbuster Video account holder for all automatic entries. Prizes for winners under the age of 18 selected from mail-in entries will be awarded in the name of parent/legal representative. Void where prohibited. Estimated prize values: Grand Prize, $13,000 each, First Prize, $5000 each, Second Prize, $500 each, Third Prize, $96 each,Fourth Prize, $50 each, Fifth $50 each, Sixth, $30 each

BLOCKBUSTER VIDEO®

Make It A BLOCKBUSTER Summer™

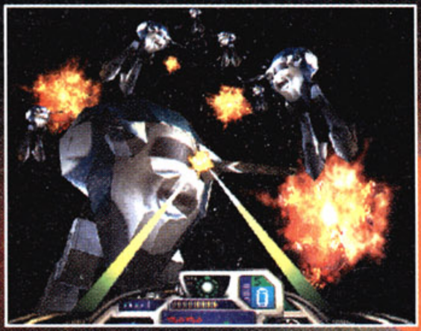
Shooter's Dream: Robotech for the Nintendo 64

Warm up your thumbs! Gametek is readying Robotech: Crystal Dreams, a hard-hitting action/shooter for the Nintendo 64.

By The Feature Creature

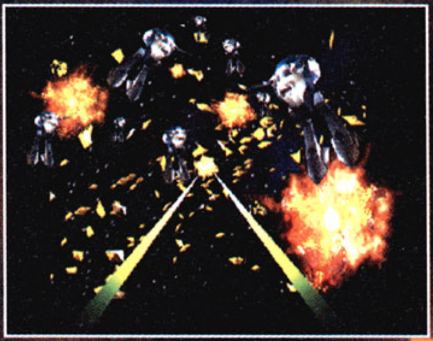
After years of developing 16-bit cartridge games such as Jeopardy! and Brutal, Gametek has graduated to the biggest cartridge system of all: the Nintendo 64. Even in its early stages of development, Gametek's new Robotech: Crystal Dreams for the N64 already looks like a pilot's dream.

Tentatively scheduled for an October release, Robotech is a futuristic outer-space shooter with a first-person cockpit view and large, detailed vehicles. You move in a true 3D environment, meaning you can fly under, over, and behind the objects ahead of you. But there's more than impressive graphics to this game. Robotech has an impressive past, too.



The evil Zentraedi forces mobilize Tactical BattlePods against you.

Note the surface details of the approaching Tactical BattlePods.



The Nintendo 64 is capable of putting lots of fast-moving enemies onscreen at once. And the explosions are a blast.

Robotech Redux

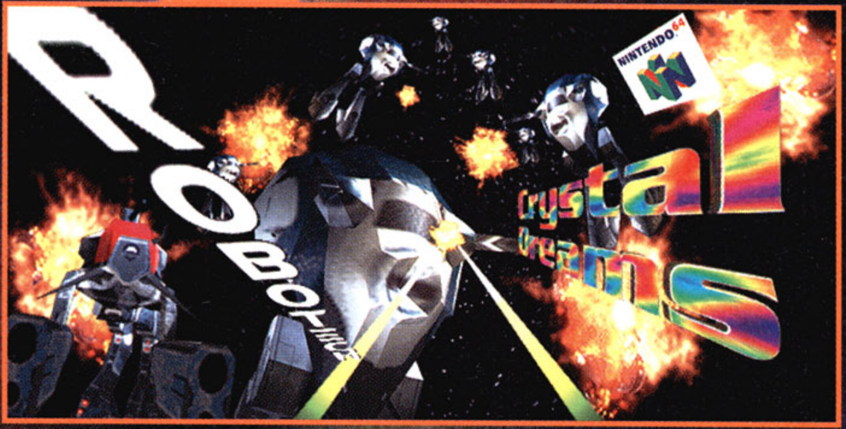
The Robotech saga began in the early '80s when a popular Japanese cartoon show called *Macross* first appeared. It told the story of a 21st-century invasion of Earth by an armada of evil Zentraedi warriors. When the 85 episodes of the show began running in America in 1985 as *Robotech*, they gained a cult following and helped popularize Japanese animation. Matchbox toys, more than 40 novels, and comic books followed, and by Christmas Robotech will be available for the Nintendo 64.

Gametek acquired the license from Activision for a series of next-generation games, and soon the company was pitching its game ideas to Nintendo. Fortunately some of Nintendo's key decision makers were already Robotech fans. Gametek quickly became one of Nintendo's "Dream Team" developers, and Robotech was green-lighted for development.

In mid-1995, Tom Reuterdahl, Gametek's vice president of product development, brought ten people he knew from other projects to the company's headquarters in the northern California seaside town of Sausalito. His experienced team had contributed to everything from old Atari 2600 games to the more recent Jurassic Park for Sega. For the last year the team's been working exclusively on Robotech.

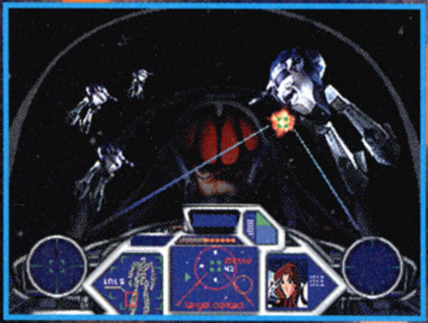
Gametek's Game

Gametek's designers began studying all previous incarnations of the Robotech story so they could fit their new material smoothly into the original story. "Hardcore fans will recognize our game. We're not just slapping familiar characters into standard game-



play," says Mimi Doggett, art director. Adds designer Doug Lanford, "Essentially Robotech is a flight sim, but there's a definite story line that fits into the whole Robotech chronology, giving this game a soap opera feeling and making it enjoyable for fans of the cartoon."

Gametek has added plenty of new features to the familiar Robotech universe. For instance, you can string the 30-40 missions together in any order and can even bounce back and forth between several missions at once, because background missions are running in real time. Added replay value comes from the occasional randomly generated missions and the interactions with other characters that change the game each time you play.

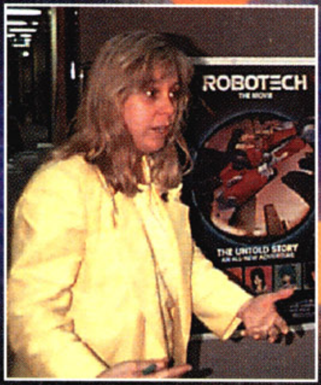


This is also one of the first flight sim/shooters where you can change the physical shape of your ship, thus changing the gameplay. Your Veritech jet fighter undergoes three transformations as it becomes a bipedal mech: the flight sim "Fighter mode," the combination "Guardian mode," and the free-shooting "Battloid mode." Each mode has its own control pad configurations, and each brings its own weapons to the fight.

Working with Nintendo

Gametek began working on Robotech with some lofty goals in mind. "When we started, we wanted to take advantage of as many features of the Nintendo 64 as we could, even though we didn't know at the time what that would mean," says Reuterdahl. Nintendo provided necessary help. "Nintendo's biggest concern has been that the N64 games are of good quality. They've come down here a couple of times to help us. They know we're just getting used to this new hardware, so they've been patiently supportive. They're not pushing us to get the game out – they'd rather we take our time to make sure that it's good," says Doggett.

The Gametek team is unanimous in its praise for the new system. "What we've discovered is that the Nintendo 64 is much better than any other dedicated hardware out there, especially when you're talking about 3D graphics," proclaims Reuterdahl. "There's also a real opportunity for Nintendo to offer peripherals that'll really broaden what the system can do. It's clearly the best platform to work on."

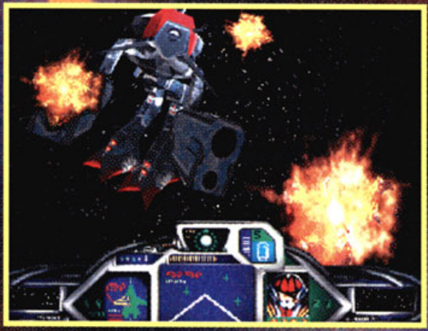


"We're animating the main characters with lots of details. You'll see their eyes blink and their subtle facial expressions," says Mimi Doggett, art director.

Future Dreams

After Robotech, Gametek's planning seven other games, including a Road Warrior sequel for the PC, and untitled football and basketball games for the Saturn and PlayStation. Gametek is also considering Robotech sequels.

But for now, the dreams are all Crystal. **G**



The Officer's BattlePod comes at you brandishing powerful guns on each arm.

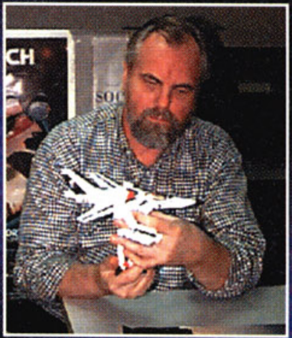
In biped mode, your Veritech fighter walks softly and carries a big gun.

In Control

Tom Reuterdahl is confident the unique N64 controller will handle Robotech's transforming fighter ships.

"The controller is great. Without a doubt it's the best I've seen. You wouldn't think it would be comfortable because of the three 'legs,' but it is."

And how does he describe the fast shooting action in Robotech? "It'll be a great 'sweaty palms' game."



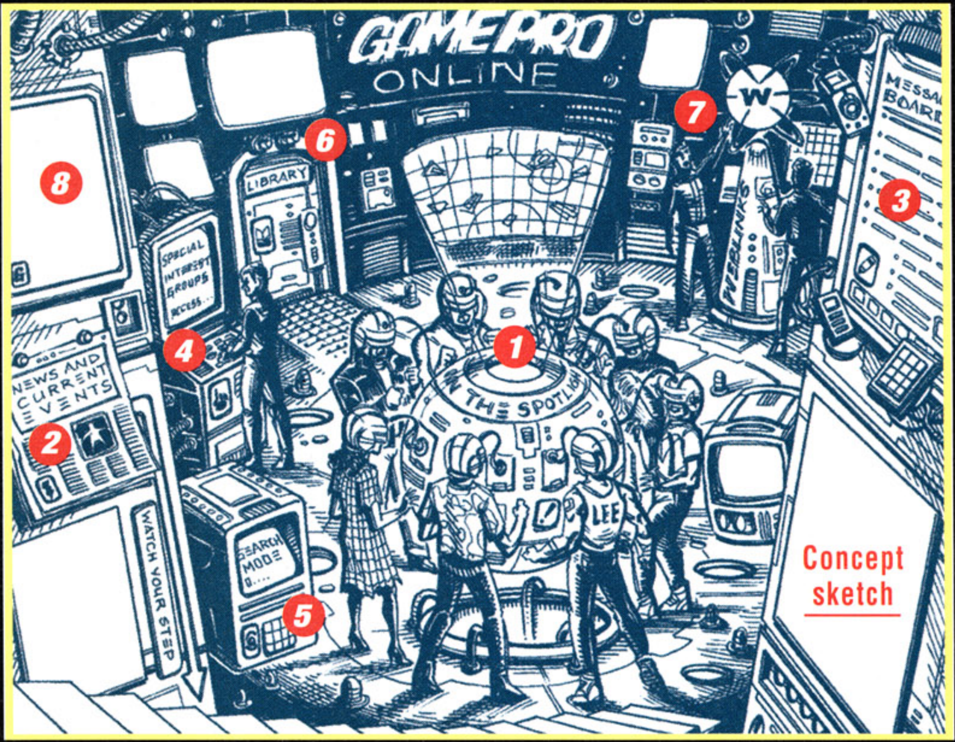
GAMEPRO ONLINE Hits the Internet

GamePro launches its Web site!

By The Feature Creature

First there was *GamePro* magazine, then GamePro Online on America Online (AOL), and now we're launching a Web site. Here's our new address: `http://www.gamepro.com.`

Like the AOL area, the Web site is also called GamePro Online, but this new address functions very differently. This brief overview shows you what you'll find when you start to explore our new Web world. G



Concept sketch

① The first thing you see is the **In the Spotlight** area, which features a group of editors clustered around the central virtual-reality machine. *GamePro*'s nine editors will all be creating their own Web pages in their own distinct styles for you to enjoy. Expect lots of humor, lots of game information, and lots of insight into just how bizarre this group is!

② Click here to read **News and Current Events**. Like the Hot News section in our America Online area, fresh news stories about video games and the industry are posted here every weekday. *GamePro* will also introduce its own newsgroup here, like those on the USENET.

③ At this **Message Board**, you can communicate with other gamers by leaving new messages or reading those already posted.

④ **Special Interest Groups (SIGs)** are for those gamers who love the "Role-Player's Realm," "Sports Pages," "The Fighter's Edge," and "SWATPro" sections of *GamePro* magazine. New SIGs will be added regularly.

⑤ Once here, you'll be able to use our **Search** engine to look for specific games, systems, characters, company names, and more.

⑥ The **Library** houses game demos, FAQs, screen shots, and more.

⑦ **Weblinks** connect you to more than 500 game-related Web sites.

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"...A WINNER!"

GameFan Magazine

21:41
USA 0-0 GHANA

VR Soccer,™ the best selling soccer game.

Chart Track, 1996

"...VR's the game to beat–90 rating."

GameFan, 1996

GOAL!
USA 0-2 GHANA

"...better than FIFA '96–FACT!"

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"...the best footie game–92% rating."

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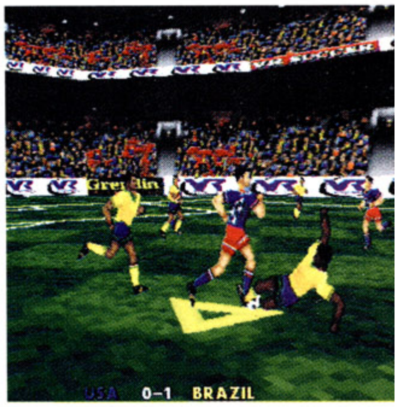

"...better than FIFA '96–91% rating."

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Cyber Sports, May/June 1996

Gamers who know soccer made VR Soccer #1.

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VR Soccer '96 is being sold under the Actua Soccer brand name in most European markets.

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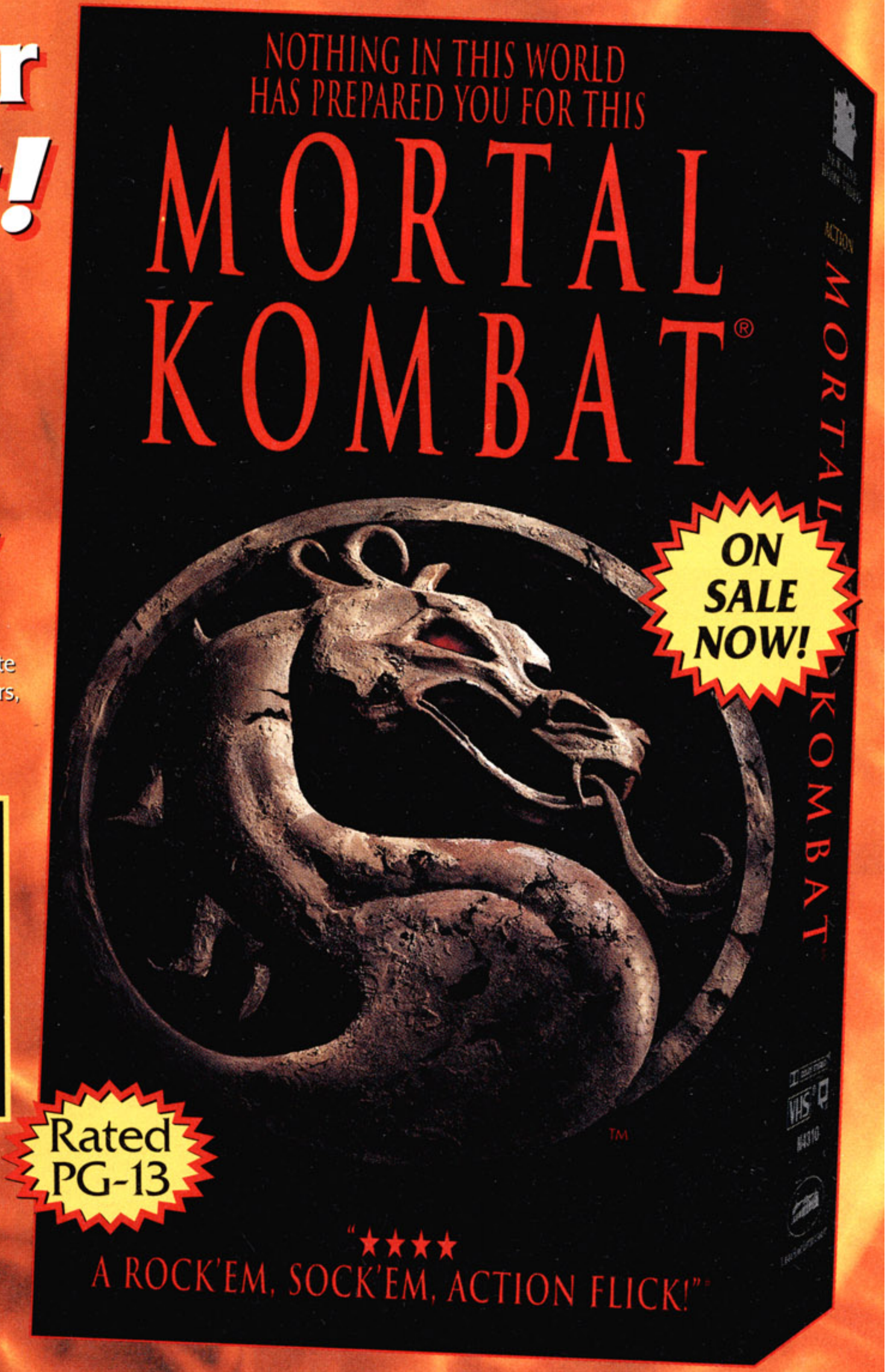
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The Sony PlayStation Expo '96 in Tokyo

The titles continue to roll out for the PlayStation. Our man in Japan recently got the inside scoop on what's coming up for the 32-bit system.

By Nob Ogasawara and Major Mike

At the end of March in Tokyo, three PlayStation magazines and Sony Computer Entertainment (SCE) hosted a major exhibition of games by virtually all the PlayStation licensees. The Sony PlayStation Expo '96 showcased 78 publishers, excluding Square who had just announced Final Fantasy VII for the PSX (and, as of this writing, Tobal #1, a new PSX fighting game featuring characters designed by manga and anime artist Akira Toriyama of Dragon Ball and Chrono Trigger fame). Even without Square, however, the show proved to be a good indicator of what's in store for the PlayStation. More than 250 titles were shown, though most were very early versions. And the two-year-old show occupied nearly double the exhibit hall space of last year's debut expo.

With system sales estimated to have reached 2.5 million units in Japan, and given the support from licensees, the PlayStation looks ready to pull ahead of the competition. Let's see what games are going to help it get there.

A Surprise from Warp

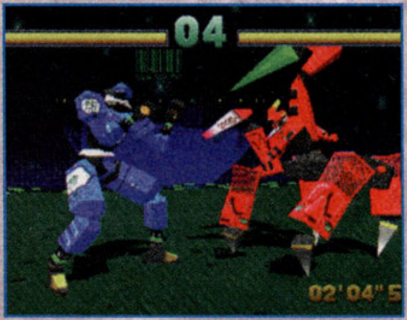
Warp occupied the largest and most prominent booth, an elaborate mini theater that promoted its latest epic, Enemy Zero (E0). The game sees the return of Laura Harris from D in another virtuoso interactive movie performance about invisible aliens infiltrating a space transport ship. The impressive CG sequences are linked by Doom-like corridors in which the player has to rely on a sonar system to determine the whereabouts of the deadly invisible foes. With music and sound effects by topnotch Hollywood artists joining breath-taking CG clips, this game weighs in as a four-disc set.

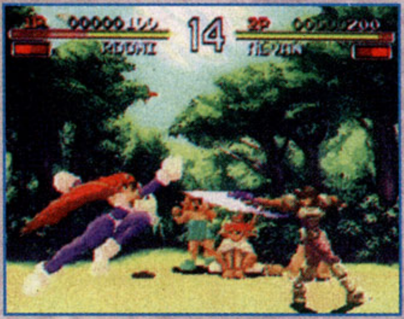
The game the PlayStation may never see: Enemy Zero, starring Laura Harris of D, will hit the Saturn first!

Warp's President Iino conducted press conferences throughout the day promoting the game, but with a dual purpose in mind: He never mentioned the system E0 would be available on, except during the first press conference. There, Iino blasted SCE's software distribution and censorship policies, and announced to the stunned media that the PlayStation version had been postponed indefinitely. E0 will debut this autumn as a Saturn game!

More Polygonal Fighting Games

Polygonal 3D fighting games were out in force, the most notable being the just-released Tekken 2, which is vastly superior to the arcade version. Another great-looking fighting game was Zoom's Zero Divide 2, which featured completely enhanced graphics and play response over the original. Taito announced the home version of Psychic Force, its new arcade fighting game. Shogakukan Production was showing a demo of Ranma 1/2 Battle Renaissance with the popular anime characters. Angel had its Sailor Moon SuperS fighting game with weird polygonal representations of the leggy anime characters, who resembled mannequins.





Zero Divide 2, the sequel to last year's game (above), and Sunsoft's Galaxy Fight (left)

On the topic of animes, Bandai offered up Gundam Ver. 2.0 which is identical to the first version but with added stages, CG and anime

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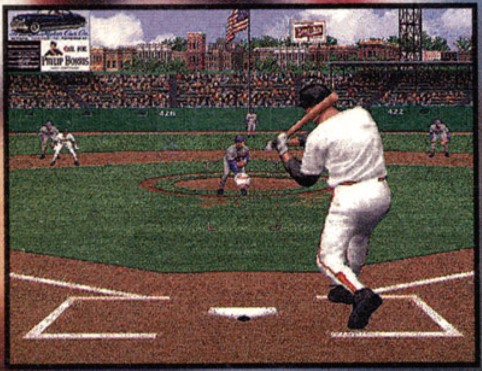

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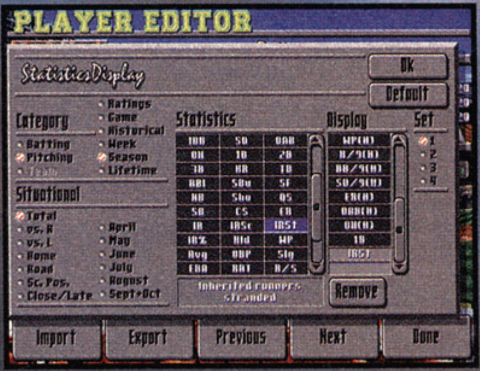
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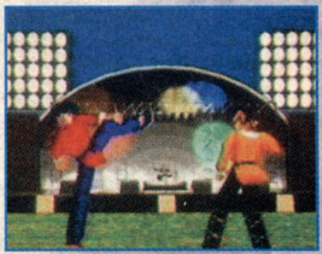
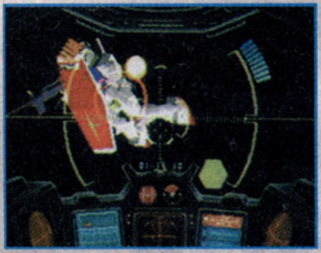
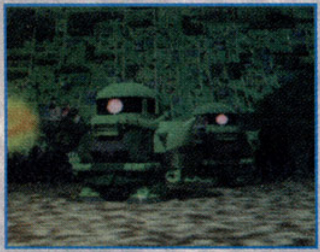
clips, and other goodies that should appeal to the game's fans. Bandai also exhibited SD Gundam Crossover Galaxian, and Bandai Visual had a rough version of its Macross Digital Mission VF-X, a 3D shooter. Full transformation scenes and CG sequences beefed up this game.

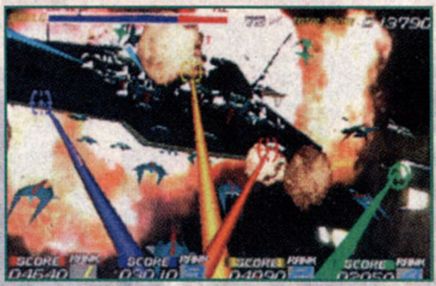

Another popular anime series gets the PlayStation treatment – Ranma 1/2 Battle Renaissance.


Bandai's Gundam Ver. 2.0...


...and SD Gundam Crossover Galaxian

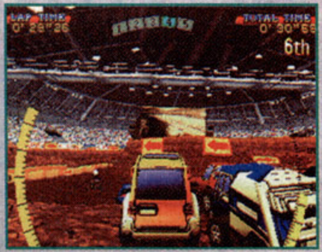
Namco's Galaxian 3

Namco showed Galaxian 3, a point-and-shoot movie like Star Blade for up to four players. Taito announced it will be porting its new arcade Ray Storm, the sequel to the vertical scroller Ray Force with the lock-on laser system. Genki, the team responsible for the Kileak series (Sony Music Entertainment), discussed Beltlogger 9, a polygonal robot shooter, while Takara announced Votoms, a 3D action/shooter featuring characters and mechs from the dark anime series.



The multiplayer Galaxian will be coming to PlayStation.

Takara also had a somewhat playable version of Cobra the Psychogun, a Doom-style shooter starring the anime space pirate. The company showed off a very good 3D racing game called Choro Q with Super Deformed race cars. The game has a good number of machines with upgrade options and over half a dozen courses, giving it pretty good bang for the buck, relative to better-known racing games. Other notable racing games at the show were Mach Go Go Go (Speed Racer) from Tomy, BPS's Shuto Expressway Battle, and Taito's Ray Tracer, which is based loosely on Chase HQ.

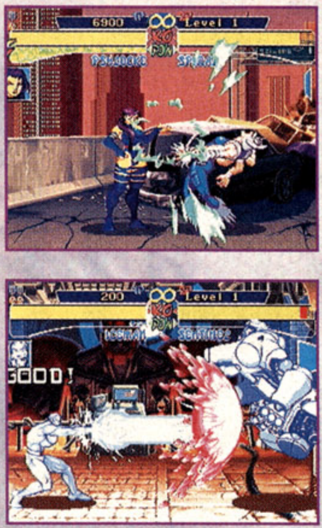


Takara's Super Deformed racing game, Choro Q

LAP TIME
2nd
1st

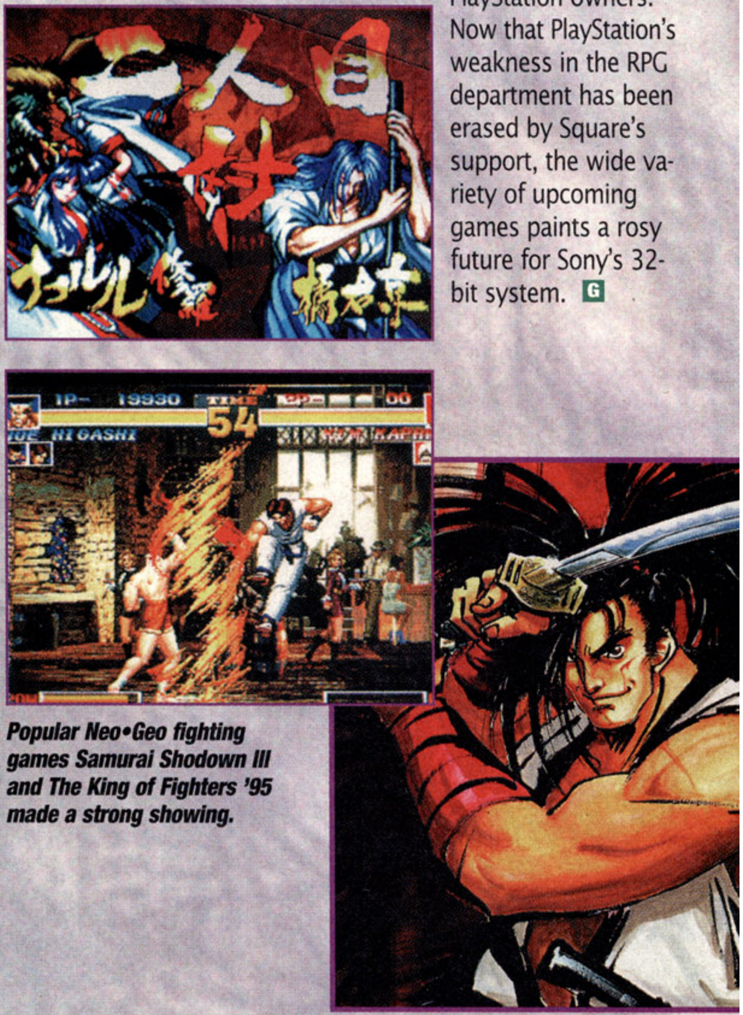
SNK Joins The Fray

SNK had a partially complete version of King of Fighters '95 running together with the Neo version of Samurai Shodown III. Capcom showed working versions of X-Men: Children of the Atom and Rockman X3 as well. Other standard fighters include Sunsoft's Galaxy Fight, the port of the Neo•Geo game. Adventure games were also strongly evident (E0 not withstanding), such as SME's Kowloon's Gate, Riverhill Soft's OverBlood, and Banpresto's Fist of the North Star.



Capcom had X-Men: Children of the Atom ready for the PlayStation. The game will be released by Acclaim later this year in the states.

Games from puzzles and simulations to imported Psygnosis titles were on hand to whet the appetites of the growing legion of game-hungry PlayStation owners. Now that PlayStation's weakness in the RPG department has been erased by Square's support, the wide variety of upcoming games paints a rosy future for Sony's 32-bit system. **G**



Popular Neo•Geo fighting games Samurai Shodown III and The King of Fighters '95 made a strong showing.

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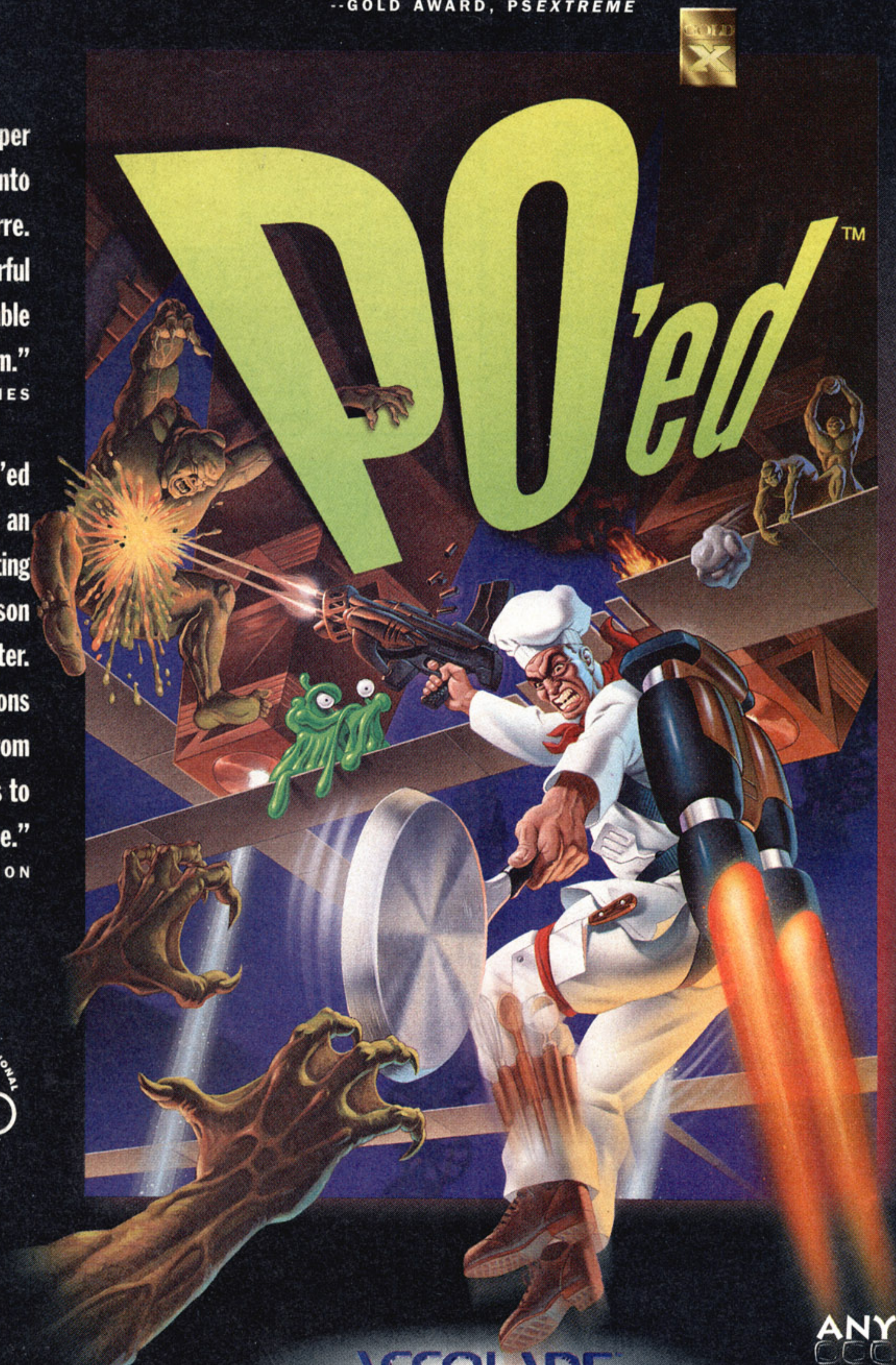

"A super voyage into the bizarre. More colorful and enjoyable than Doom."

--VIDEOGAMES

"PO'ed is indeed an interesting first-person shooter. Weapons range from humorous to creative."

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--EGM

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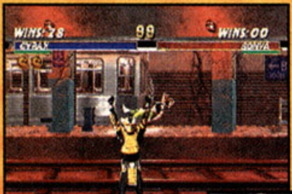
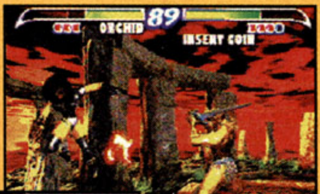
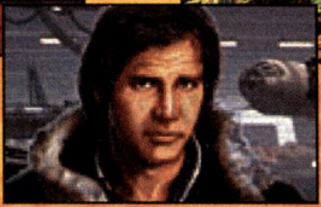
Four From the Floor!

An advance sneak peek at what we saw on the very first day of the E3 show! Come along with Scary Larry as he reports firsthand on the Electronic Entertainment Expo in Los Angeles.

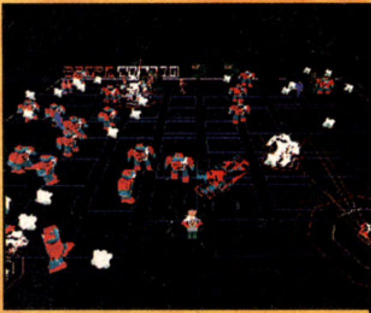
The big news at Nintendo was (of course) the Nintendo 64 and its upcoming lineup of games. Believe the hype...Shadows of the Empire from LucasArts looks and plays like one of the *Star Wars* movies...Another big company, Williams Entertainment, debuted Doom 64 and will have Cruisin' USA ready for the launch... Williams wasn't done yet, also announcing MK Trilogy, its take on the Mortal Kombat games for the Nintendo 64...The other big title shown was Killer Instinct 64.

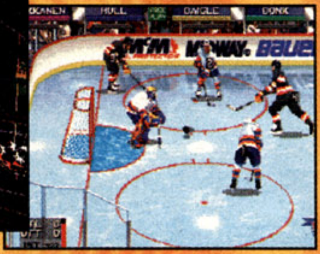

MK Trilogy will include fighters and stages from the four MK games.


Killer Instinct

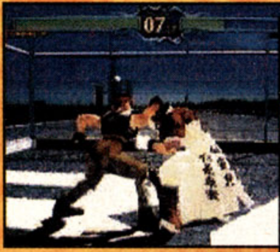

Shadows of the Empire

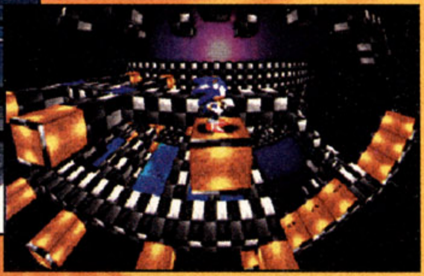
Sony wants to make as big a splash in '96 as it did in '95. To do that, it's lined up quite an array of sequels...We saw Destruction Derby 2, Wipeout 2, Twisted Metal 2, and Warhawk 2, all from Sony... Williams does it again, making Open Ice for the PlayStation and revamping Robotron X, an arcade classic.


Robotron X


Open Ice

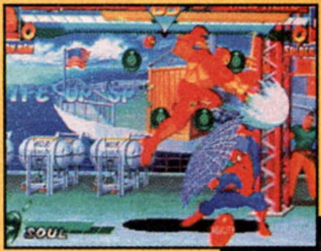
Sega's hard at work on new Sonic games for the Saturn and Genesis...Also at the show: Doom, Hexen, Bug Too, Contra '96, Virtua Fighter Kids, Virtua Cop 2... Sega also wants to push the fact that it has a great arcade lineup coming to the Saturn. This includes Fighting Vipers, which was at the show, and Virtua Fighter 3, which was privately shown.

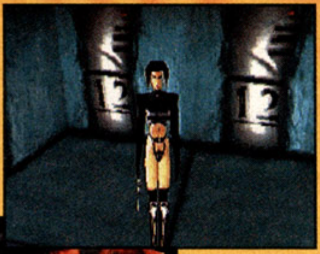

Fighting Vipers

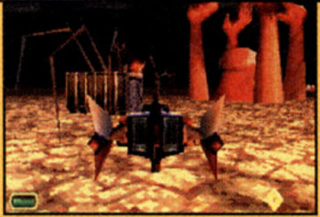

Sonic X-Treme

From Marvel to MTV

We saw Donkey Kong Country 3: Dixie's Double Trouble...Hank Aaron showed up to sign some autographs at the Mindscape booth, as did Kevin Green at the Accolade area, and Terry Bradshaw at Empire Interactive...Stan Lee, the man who made Marvel Comics, was at the Capcom booth where Marvel Super Heroes premiered...Peter Chung, creator of MTV's *Aeon Flux,* was at Viacom's booth for the debut of Aeon Flux for the PlayStation... Viacom also unveiled MTV's SlamScape, a cool-looking hovercraft action game.


Marvel Super Heroes

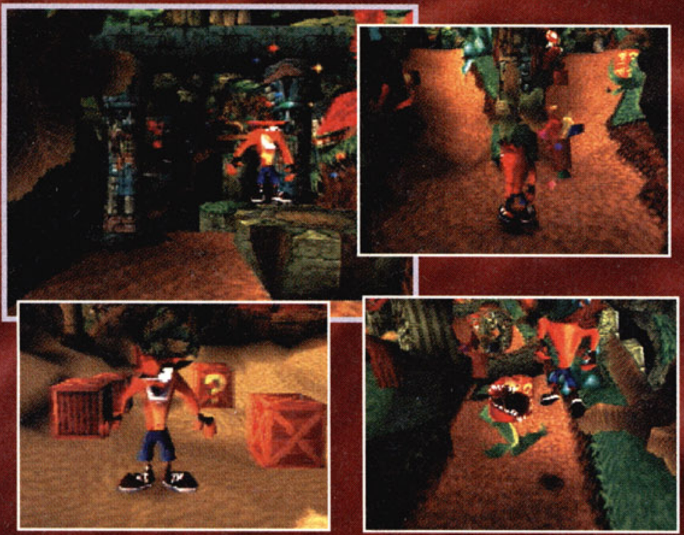

Aeon Flux

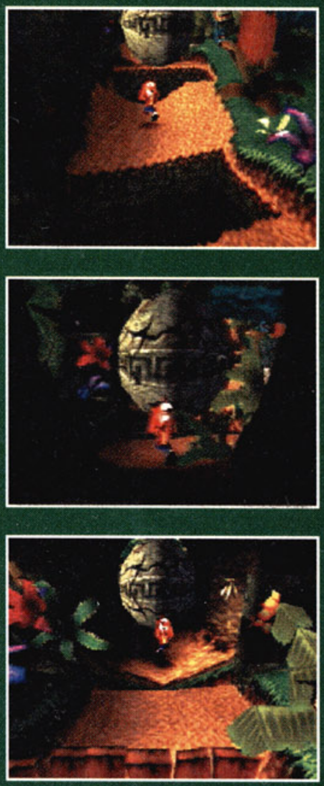

SlamScape

Crash Bandicoot

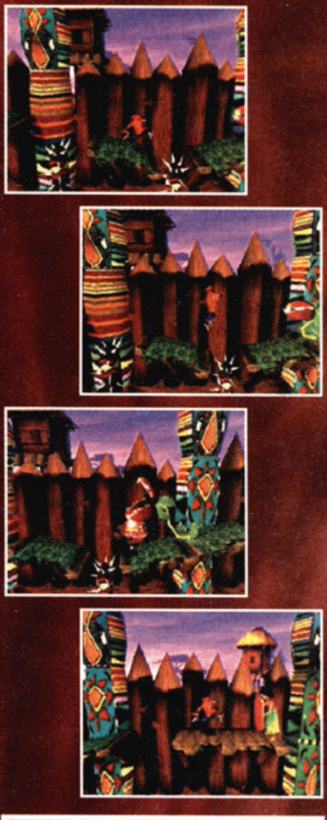
PlayStation

Since our exclusive April preview, the most significant development with Crash Bandicoot is that Sony bought the rights to this title from Universal Interactive, which all but guarantees Crash's impending job as the PlayStation mascot. And like other mascots, Crash is on a quest to save his girlfriend (Tawna) from an evil doctor (Dr. Neo Cortex) as he travels through three islands, using jumping and spin attacks to fend off enemies. But Crash's most impressive features are hard to grasp from static pictures in a magazine: This game has smooth cameras that automatically switch views on the fly, slapstick cartoon-quality sound effects, and superb animation.—*Tommy Glide*





Indiana Jones isn't the only guy who had to outrun a giant rolling boulder. Crash even has to jump pits at the same time!



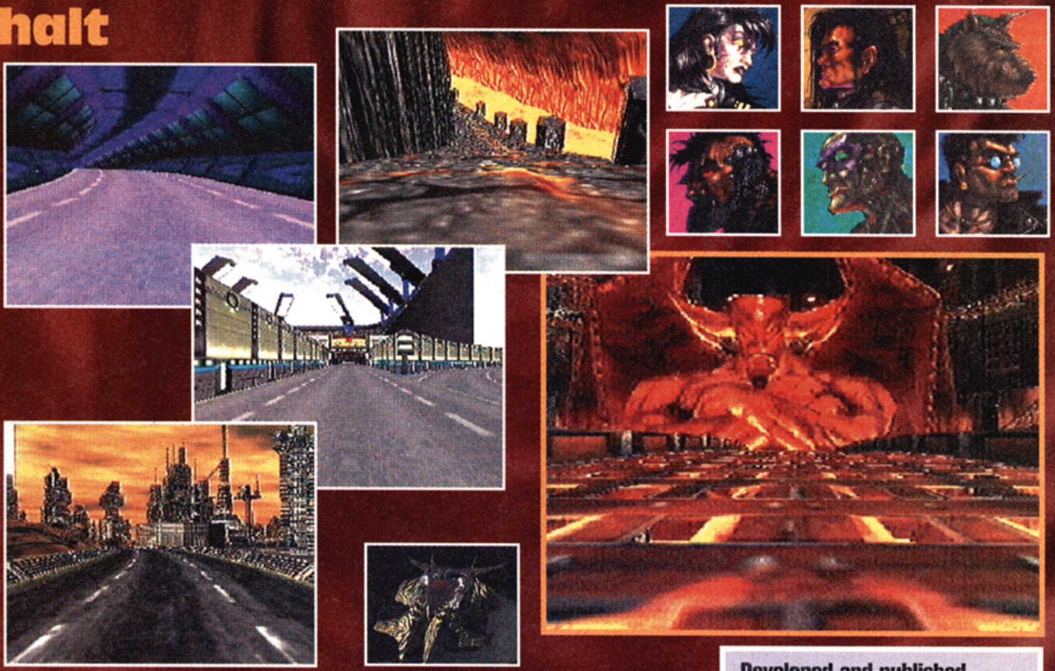
Developed by Naughty Dog
Published by Sony Computer Entertainment America
Available September

50% COMPLETE

Red Asphalt

PlayStation

Driving Rock N' Roll Racing over to the PlayStation, Red Asphalt (the sequel) will deliver racing combat in futuristic worlds like Neo Tokyo, L.A. 2027, and even Hell. These early visuals don't give you any real gameplay screens, but they show off the six drivers, a few segments of the tracks, and five lethal vehicles. Remember how the original 16-bit soundtrack jammed with classics like Bad to the Bone and Born to be Wild? Well, Interplay promises a major modern-rock band for Red Asphalt. As they are still negotiating at press time, however, they asked us not to give it away, give it awaayyy, now! (Oops.)
—*Tommy Glide*



Developed and published By Interplay
Available September

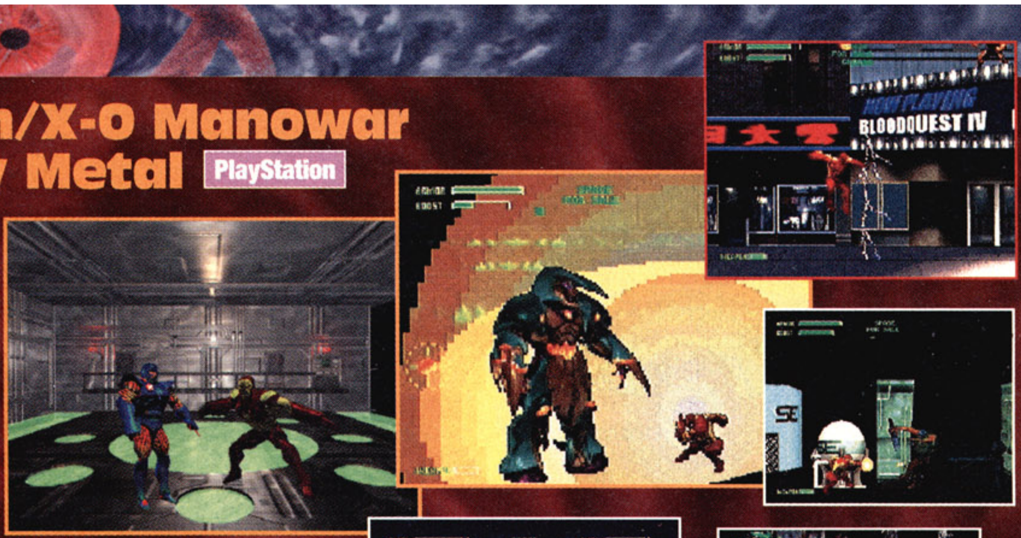
60% COMPLETE

FIRST LOOK

Iron Man/X-O Manowar in Heavy Metal

PlayStation

Iron Man and X-O Manowar team up for the first time to battle the evil Baron Zemo and Mistress Crescendo in Heavy Metal, a two-player-simultaneous slugfest sure to send pulse bolts up the spines of comic-book fans. This side-scrolling thriller enables players to shoot, fly, and fight their way through a superhero world of 2D sprites, rendered backgrounds, and object scaling. Alternative music rocks the background as you battle through multiple stages of pandemonium, trying to prevent the villains from resurrecting the Cosmic Cube, the most powerful object created by man.—*Johnny Ballgame*



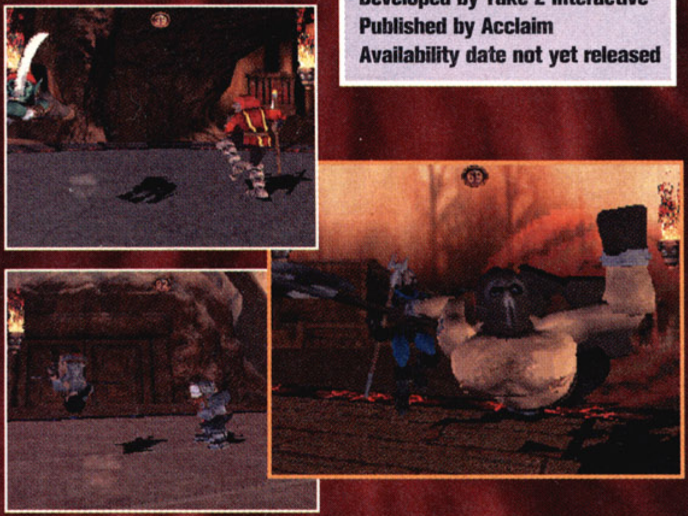
Developed and published By Acclaim
Available June
50% COMPLETE

FIRST LOOK

AD&D: Ironblood

PlayStation

Developed by Take 2 Interactive
Published by Acclaim
Availability date not yet released



Set in a medieval fantasy world, AD&D: Ironblood is a 3D fighter in the vein of Toshinden. Paladins, dwarves, warlords, and wizards battle it out in what promises to be dark, menacing combat that features magic and weapons instead of martial arts. What sets Ironblood apart are its options: You can make terrain important to each character's power by bringing medieval objects into play, or you can make your combatant stronger by collecting items in the campaign mode.—*Johnny Ballgame*

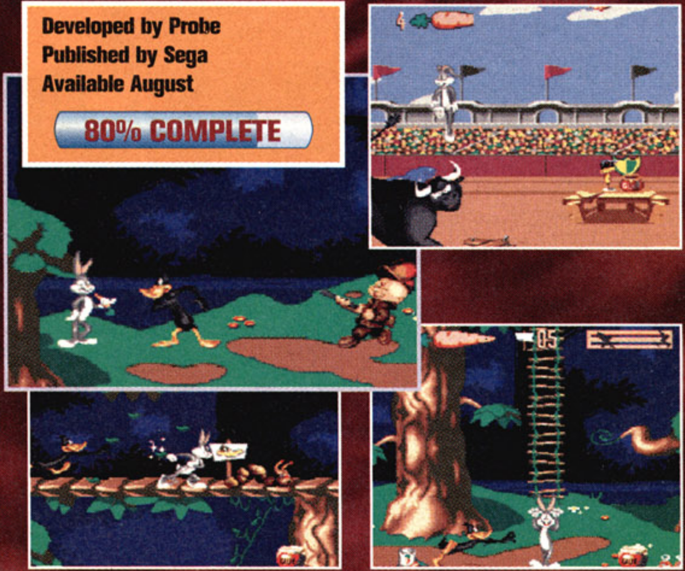
HANDS-ON

Bugs Bunny in Double Trouble

Genesis

What's up, doc? Bugs Bunny arrives on the Genesis in an action/adventure game aimed at younger players. Each level is based on a different Warner Brothers cartoon and features the likes of Daffy Duck and Elmer Fudd. When you defeat a boss, cartoon cinematics show you what happened in true WB style. All the character sprites are based on 3D models, and kids are sure to enjoy the simplistic nature of the gameplay.—*Johnny Ballgame*

Developed by Probe
Published by Sega
Available August
80% COMPLETE

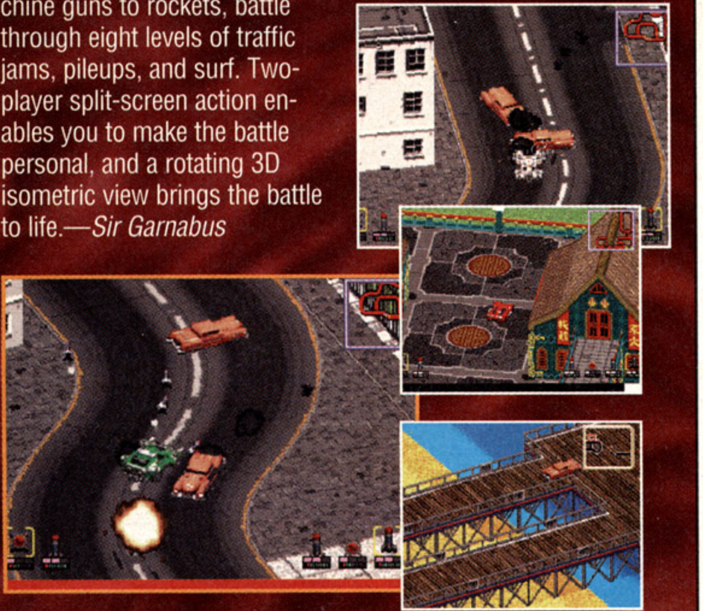


Crime Wave

Saturn

Developed and published by Domark
Available August
70% COMPLETE

Spy Hunter meets Syndicate in this highway-mayhem shooter. Eight vehicles, armed to the teeth with everything from machine guns to rockets, battle through eight levels of traffic jams, pileups, and surf. Two-player split-screen action enables you to make the battle personal, and a rotating 3D isometric view brings the battle to life.—*Sir Garnabus*

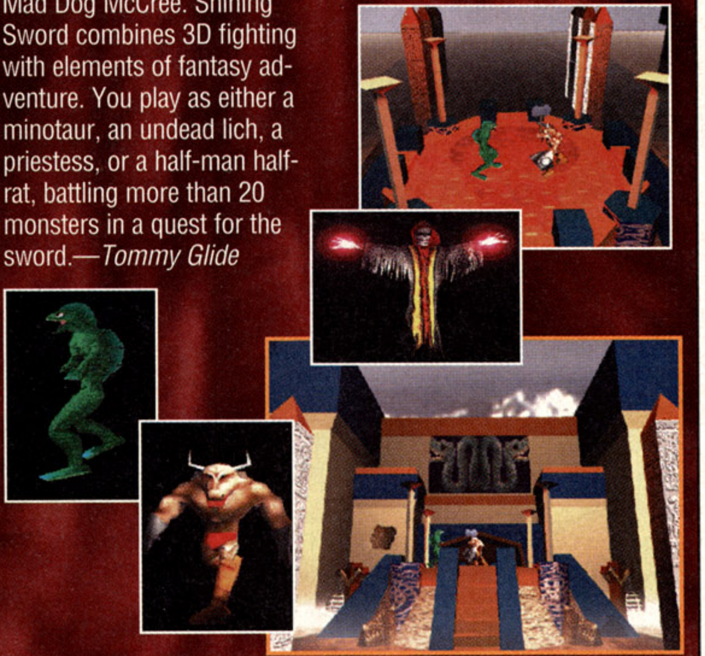


Shining Sword

PlayStation

Developed and published by American Laser Games
Available October
10% COMPLETE

American Laser Games breaks onto the PlayStation and breaks away from its typical full-motion-video shooters like Mad Dog McCree. Shining Sword combines 3D fighting with elements of fantasy adventure. You play as either a minotaur, an undead lich, a priestess, or a half-man half-rat, battling more than 20 monsters in a quest for the sword.—*Tommy Glide*



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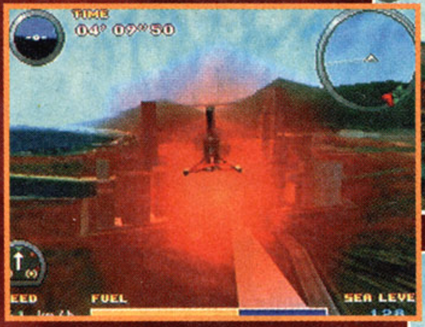
Pilotwings 64

Nintendo 64

The sequel to the early hit SNES game, Pilotwings 64 challenges you to maneuver several aircraft through tricky obstacles and patterns, then nail the landing on a bull's-eye target. Pilots will also have to take down targets with missiles, and of course elemental forces, such as surging wind currents, pose additional threats. To conquer the courses, gamers can choose from six flyboys and various aircraft, including a rocket pack, hang glider, and gyrocopter. These fresh images show off snazzy 3D seascapes and landscapes, including an amusement park, Manhattan, the Statue of Liberty, and the Grand Canyon.—*Air Hendrix*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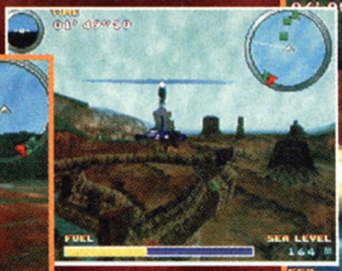
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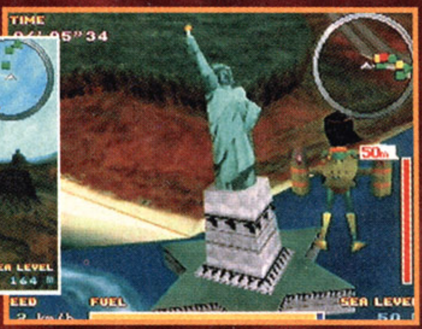
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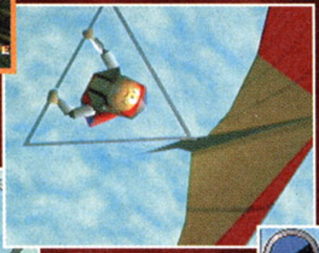
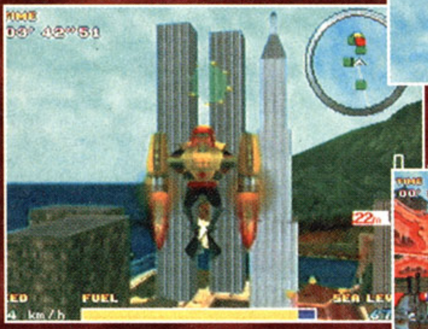
SEA LEVEL



Developed by Paradigm Simulation
Published by Nintendo
Available September
50% COMPLETE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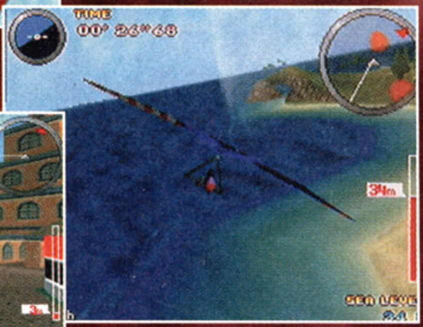
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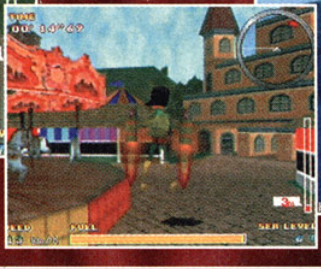
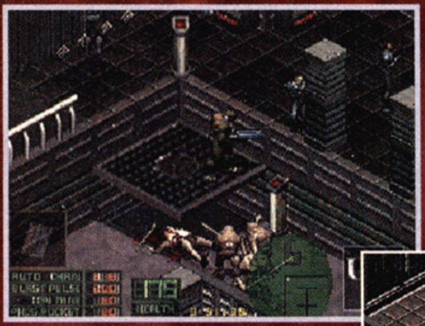
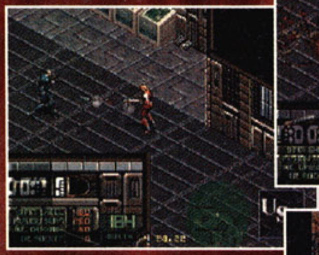
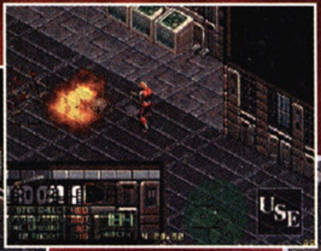

FUEL
SEA LEVEL

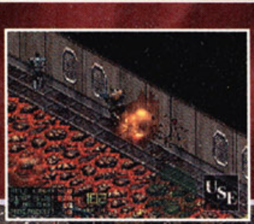
Project Overkill

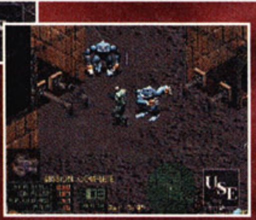
PlayStation **Saturn**

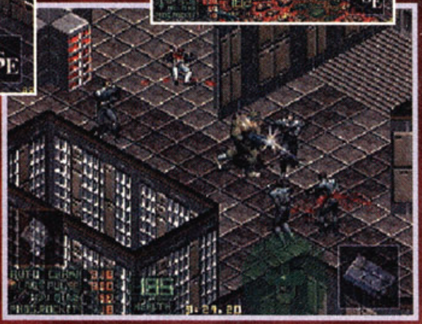


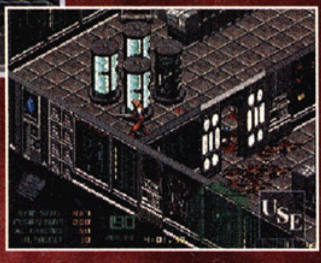


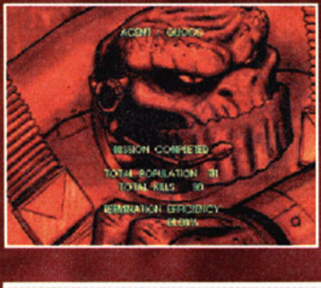


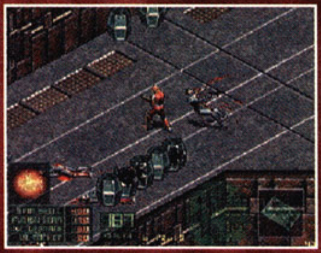






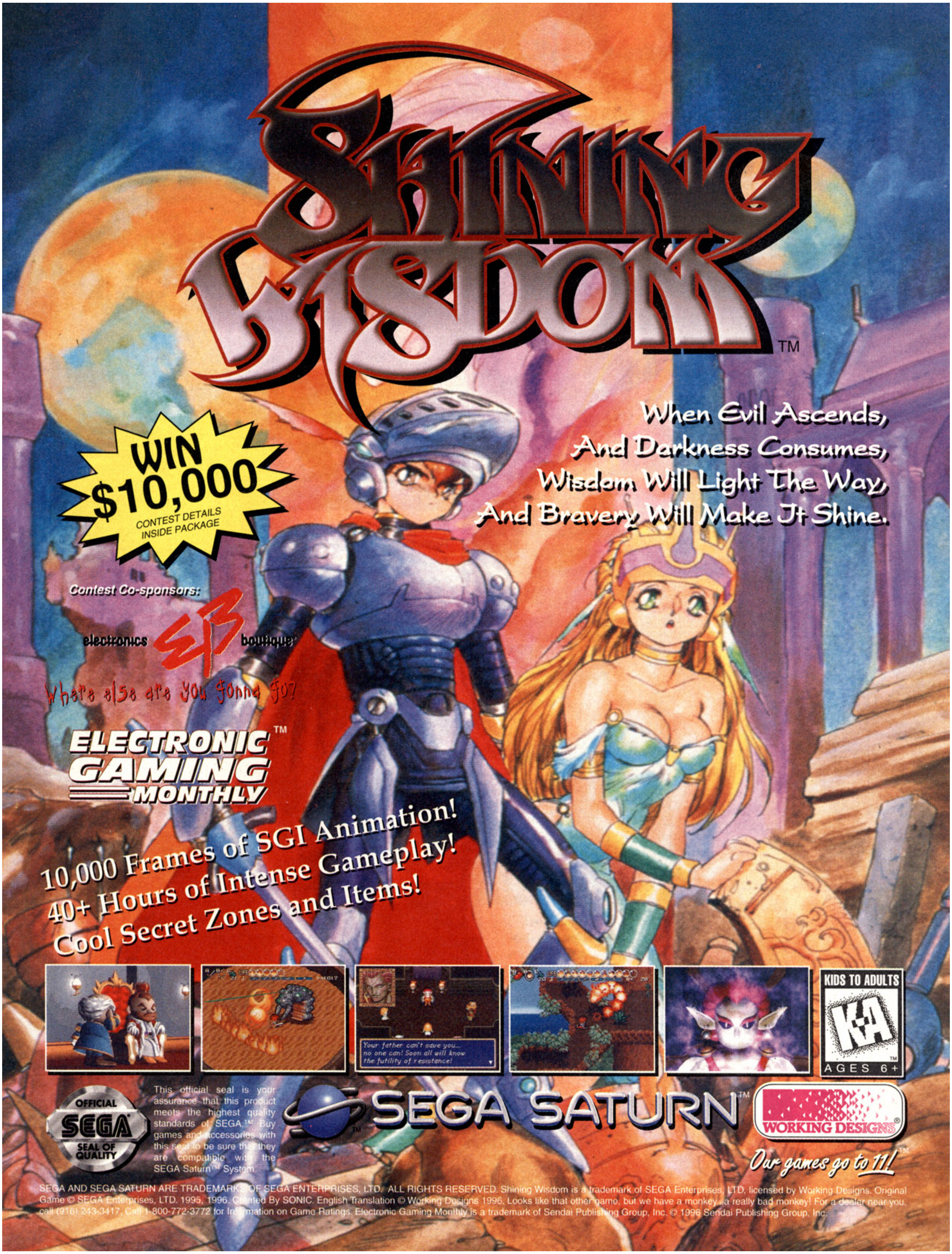



MISSION COMPLETED
TOTAL POPULATION 31
TOTAL KILLS 30
TERMINATION EFFICIENCY



Like Loaded, Konami's foray into splatterfest action unloads mucho carnage on the 32-bit systems. Project Overkill's 50 levels of vicious sci-fi action enlist you as a member of a death squad assigned to covertly slaughter enemy forces. Players choose from four lethal soldiers, each equipped with a slightly different machine gun, laser, grenade, and homing missile. The intense combat blends in just enough strategy (finding keys and such) to yield an enjoyable, gripping ¾-overhead shooter. Despite the entertainingly goopy gore, the graphics in this unfinished version hearken back to 16-bit days, and the controls for aiming felt skittish. Still, if Konami resolves these problems before the game ships, Project Overkill could equal or outshine Loaded.—*Air Hendrix*

Developed and published By Konami
Available Now
80% COMPLETE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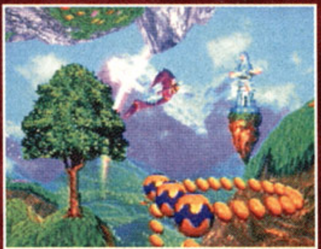
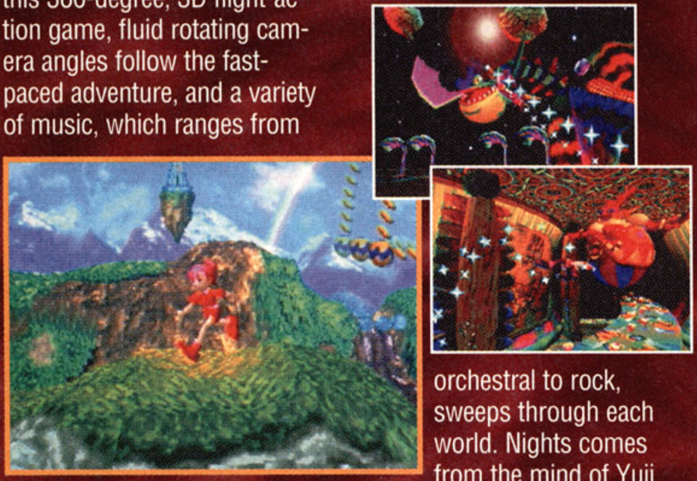
Nights

Saturn



Enter the dream world of Nights, where you battle nightmares as either a boy named Eliot or a girl named Claris. In this 360-degree, 3D flight-action game, fluid rotating camera angles follow the fast-paced adventure, and a variety of music, which ranges from orchestral to rock, sweeps through each world. Nights comes from the mind of Yuji Naka, the creator of Sonic the Hedgehog, so Sega is already promising a revolutionary experience with this game. *—Tommy Glide*

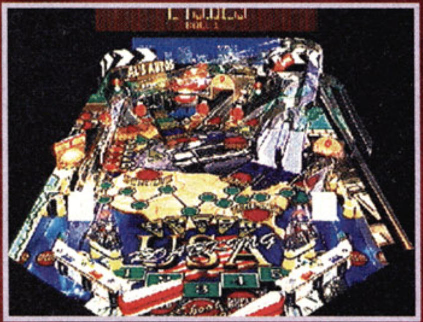


Developed and published by Sega
Available Fall '96

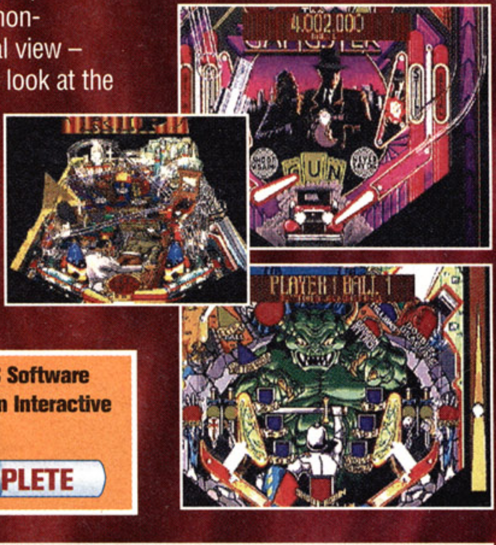
60% COMPLETE

Hyper 3D Pinball

Saturn



Hyper 3D Pinball offers six tables with names like Road King and Star Quest. They're loaded with plenty of ramps and bonuses (like multiballs) to shoot for. Neither of the two views – a scrolling top-down view and a non-scrolling traditional view – gives you the best look at the table. But there's a lot of pinball packed on this disc, and the early sounds are exemplary. *—Tommy Glide*

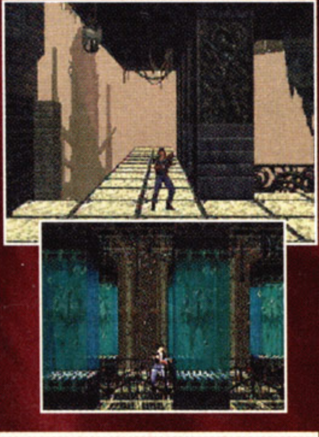


Developed by NMS Software
Published by Virgin Interactive
Available June

60% COMPLETE

Sirens

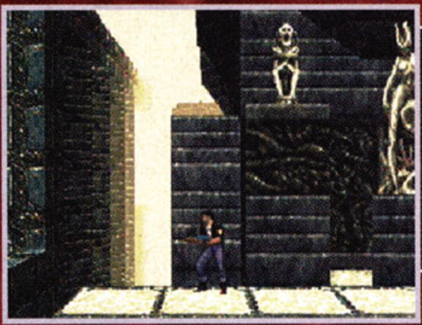
PlayStation



Looking for a moody, third-person action game with some 3D elements? Sirens drops you into a futuristic Los Angeles, and unfortunately the city hasn't gotten any safer. As Rieve Larson, you must resolve the conflict between good and evil forces on battlegrounds stretching from wastelands to underwater locales. From these early screens, Sirens looks like a souped-up Blackthorne for the PlayStation.*—Tommy Glide*

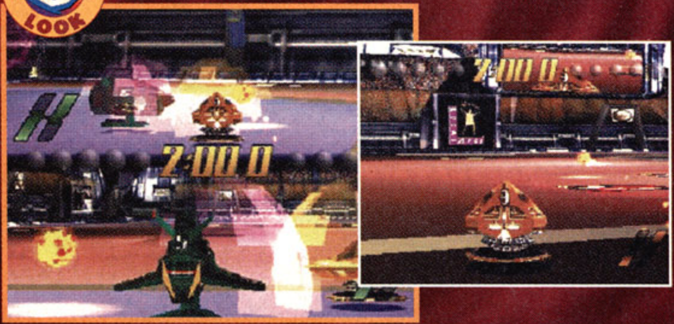
Developed by HeadGames
Published by Caps Software
Available Fall '96

40% COMPLETE

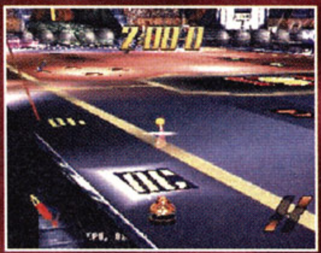


BallBlazer

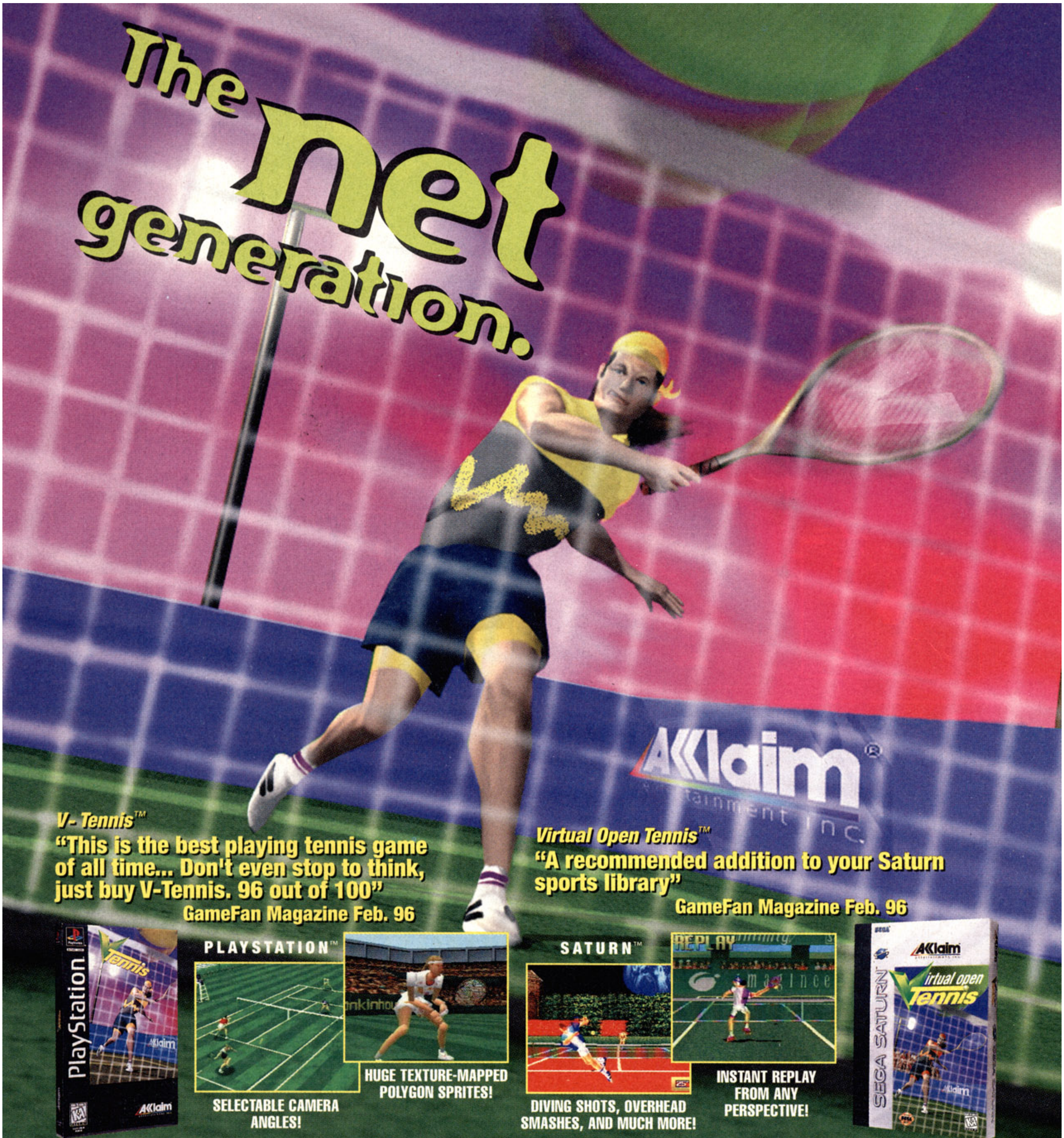
PlayStation



Return to that futuristic sports arena in BallBlazer, based on one of LucasArts' classic games. Now in real time with 3D and multi-player enhancements, BallBlazer puts you in control of a pod from which you must shoot the ball into your opponent's goal. The graphics look really hot, so let's hope the classic gameplay can keep up.*—Tommy Glide*



Developed and published by LucasArts
Available Fall '96



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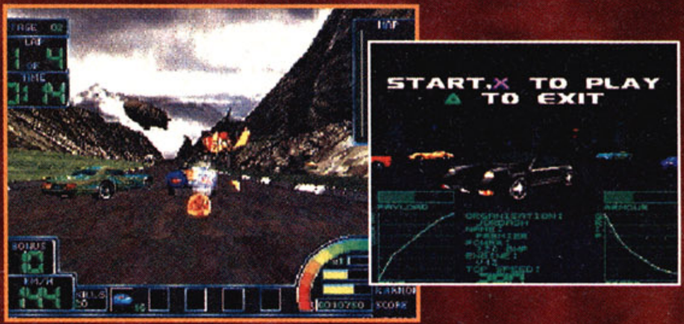
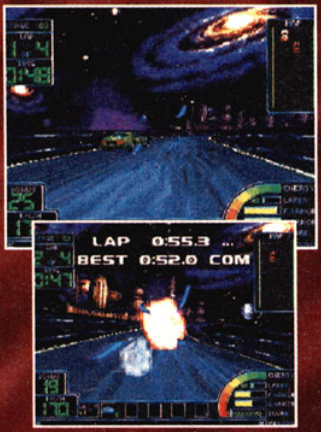
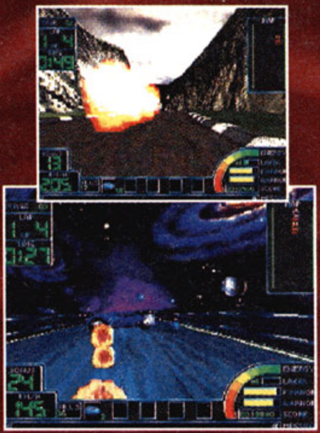
Impact Racing

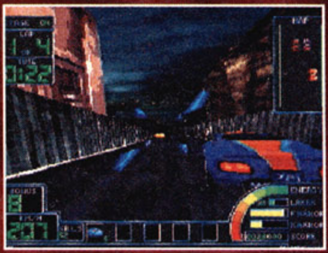
PlayStation

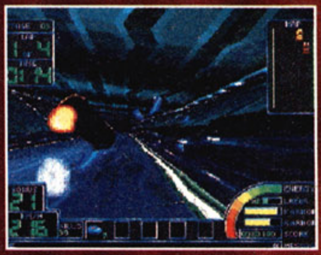
Impact Racing's drive-n-shoot gameplay will bring a wide grin to the face of anyone hooked on that classic arcade shooter, Road Blasters. In one of six armored cars souped up with lasers, mines, and other cool weapons, you take four laps around fairly easy tracks, gunning down opponents as you go. The action focuses on combat far more than on driving, which fosters a rowdy, arcade-style gameplay that's truly a blast. In this preview version, though, the thrills faded too quickly, raising questions about the game's replay value. At this point, Impact's graphics are pretty vanilla, but Funcom's reportedly touching them up for the final version.—*Air Hendrix*

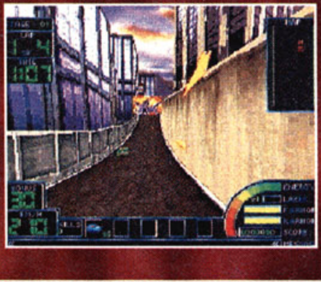












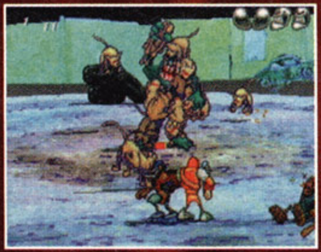
IMPACT
RACING

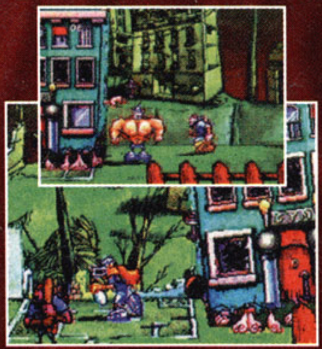
Developed by Funcom
Published by JVC
Available Third Quarter '96

90% COMPLETE

Three Dirty Dwarves

Saturn

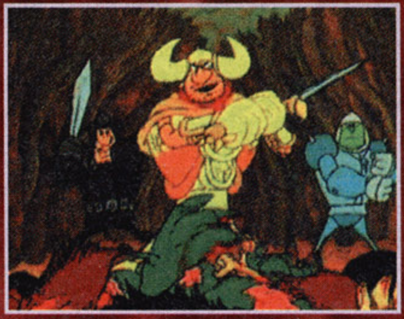




Developed by Sega Soft
Published by Sega
Available July

50% COMPLETE

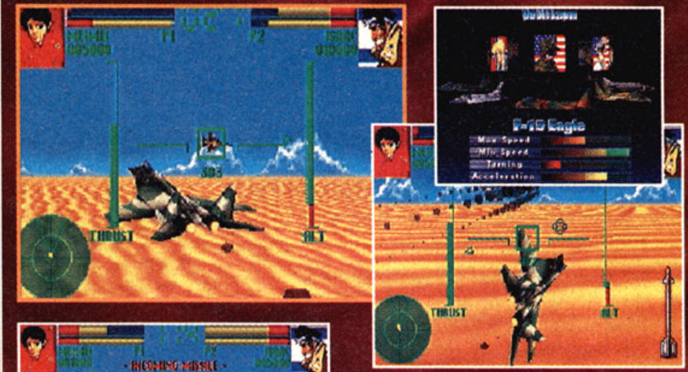
Hordes of orcs have invaded the city of Neau Yorkus, and it's up to you to fend off them and their diabolical general. One gamer can alternate between the three scruffy dwarves, or three players can each control one as they slash through the orc armies. Bonus areas and more than 20 levels of action/adventure gameplay keep you busy in this off-kilter, cartoonish hackfest.—*Air Hendrix*

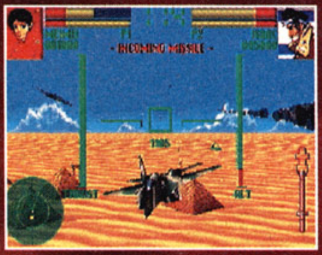


Deadly Skies

PlayStation

Drawn with respectable graphics, Deadly Skies presents a unique twist on aircraft shooters: head-to-head dogfights with special moves. Players fly planes like an F-14 Tomcat or MiG-29 and fight with moves like the Multi-Missile and Devil's Spin. Fortunately, Funcom's tuning up the flaccid gameplay that dragged down this preview version, so this intriguing prospect might just shape up.—*Air Hendrix*



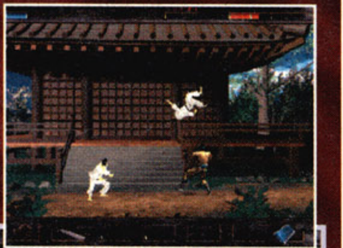


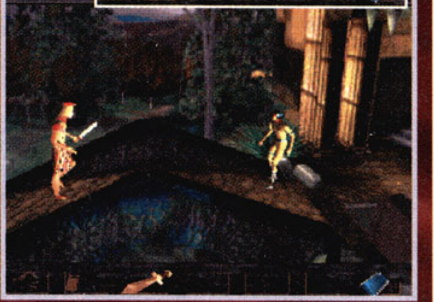
Developed by Funcom
Published by JVC
Available Third Quarter '96

60% COMPLETE

Time Commando

PlayStation **PC CD**





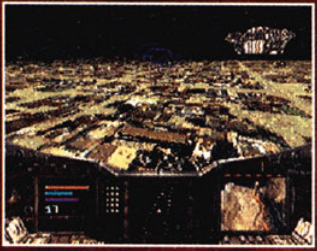
Become a computer repairman from the future in this third-person action/adventure. A powerful computer virus has thrown you back in time, and, of course, you have to battle more than 80 historical enemies to get back to the present. Each of the 18 levels requires mastering a weapon of that time period as you club your way from the prehistoric age to 20th-century shootouts and beyond.—*Tommy Glide*

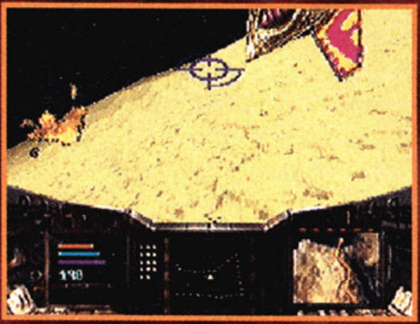
Developed by Adeline Software
Published by Activision
Available June

60% COMPLETE

Shockwave Assault

Saturn





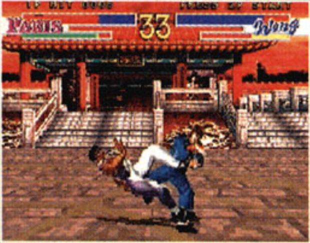
Those spindly-legged aliens that plagued Earth on the 3DO and PlayStation have returned once more to challenge Saturn pilots. From your cockpit, you drive the aliens out of earthly locations like Egypt, Peru, and Los Angeles before vanquishing them from neighboring planets. These missions play almost exactly like the PlayStation version; the only real difference is grainier full-motion video on the Saturn. For a port of an aging cockpit shooter, however, this one still packs the fun.—*Tommy Glide*

Developed and published by Electronic Arts Studios
Available June

60% COMPLETE

Slam Dragon

PlayStation



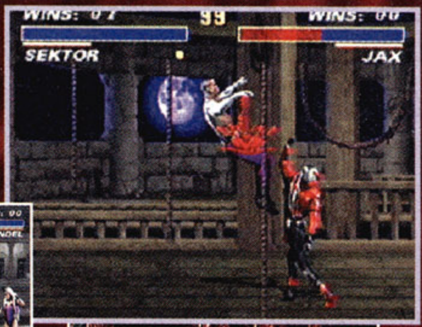
Originally previewed in the May issue as "Shokendo," Slam Dragon doesn't give you anything new with the name change. With a somehow compelling yet jerky series of moves, you fight as one of eight warriors. While the fighters have an original flair to them, Slam Dragon's late in development to be sporting such "white belt" graphics and sounds. It's unlikely this Dragon will pose much of a threat to even lukewarm fighters. —*Tommy Glide*

Developed by Pre-Stage Inc.
Published by Jaleco
Available June

80% COMPLETE

Ultimate Mortal Kombat 3

3DO



Theyyy're baack! This time the ultimate kombateers take to the 3DO with all 19 characters, two bosses, and four brand-spankin' new backgrounds to complement the game's original nine. From a graphics standpoint, these early screens make the conversion look pretty impressive. However, we've yet to see how well it plays, and we're left to wonder if there'll be any of those loading-time problems with fatalities and morphs that plagued MK 3 for the PlayStation. —*Tommy Glide*

Developed by New Level
Published by Panasonic Interactive Media
Available September

10% COMPLETE

Clayfighter III

PlayStation M2

Great grunting globs of clay! The third installment of one weird fighting series is about to make a smashing 32-bit debut. These early contenders look promising, with big-game veterans Boogerman and Earthworm Jim entering the clay fray. There are also many other new wacky characters like the Voodoo Hounddog, a giant severed hand, the not-so-ladylike Lady Liberty, and a new boss, Dr. Kiln.

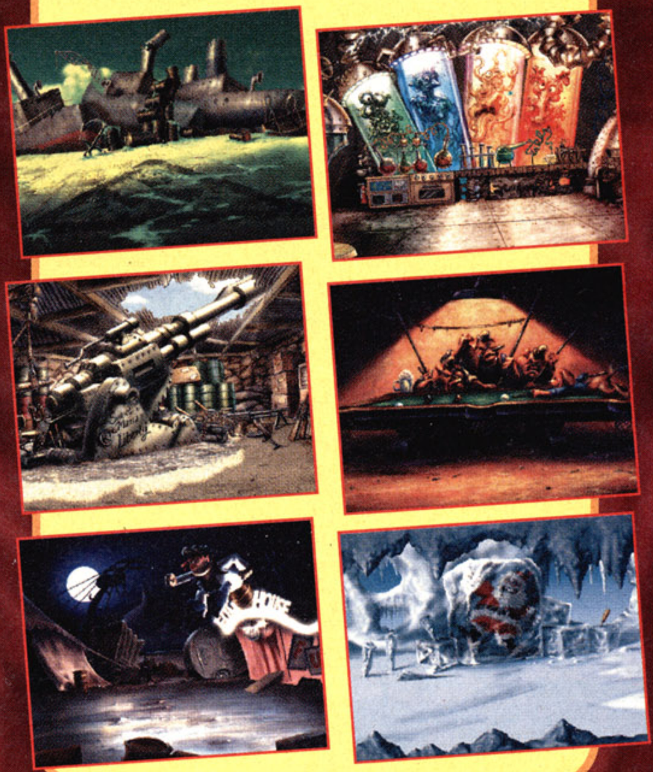
And with new characters come plenty of new backgrounds, including a pool hall, the North Pole (complete with frozen Santa), a strange lab, and a disgusting barge that must be the blob's stage! —*Tommy Glide*

Whoa! What are these two guys doing here?

Developed and published By Interplay
Available October

40% COMPLETE

THE STAGES WILL SOON BE SET...

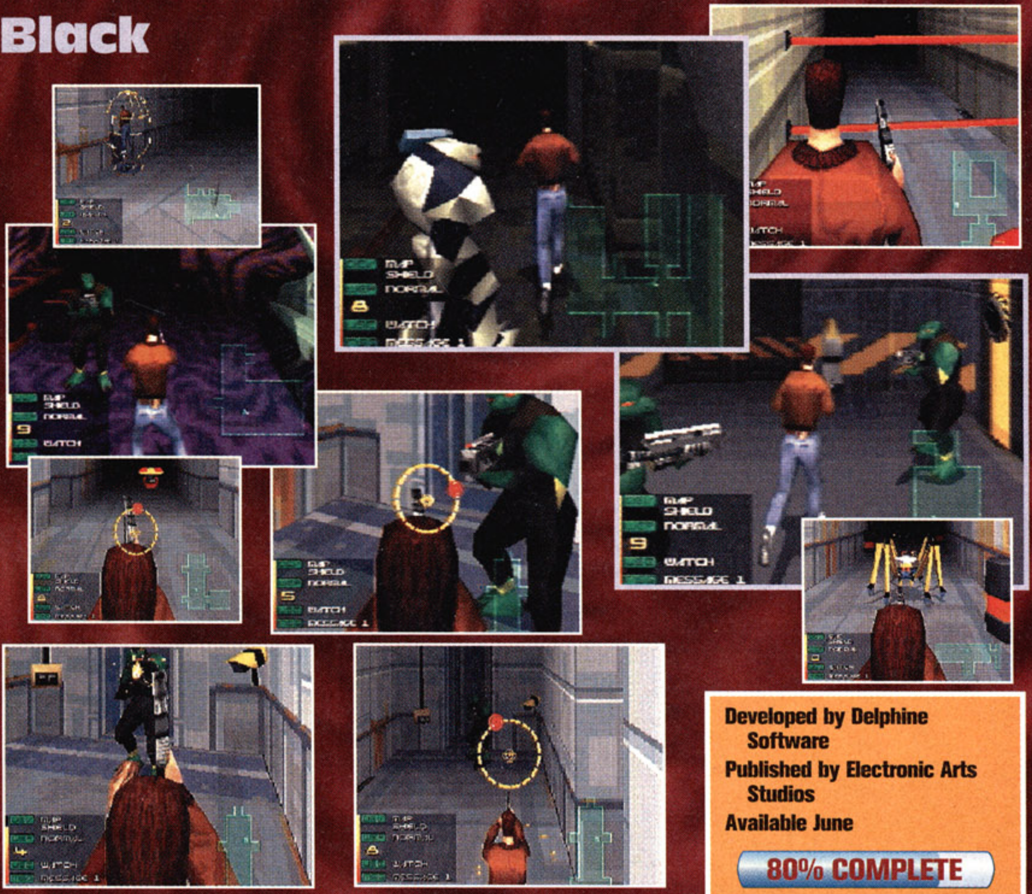


Fade To Black

PlayStation

Conrad's back! The hero from the 16-bit hit Flashback returns in this 3D sequel, which has a feel à la Resident Evil. No more amnesia – now you've been imprisoned by the lizard-like Morphs, and must blast your way out of six huge levels.

Those who remember the original game will recognize the combination action/puzzle gameplay. The graphics in this nearly completed version are good with well-balanced sound effects and music. However, the camera is jumpier than you'd expect, and the controls aren't as intuitive as they should be. Although it packs some cool elements, this PC port may not be the next PlayStation sensation Flashback fans are hoping for.—*Tommy Glide*

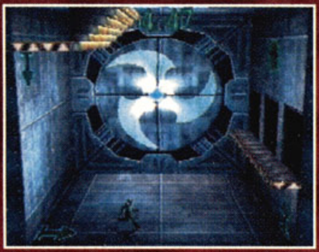


Developed by Delphine Software
Published by Electronic Arts Studios
Available June

80% COMPLETE

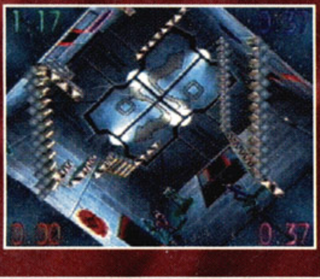
Blast Chamber

PlayStation Saturn



In Blast Chamber, four players race through 40 mazelike rooms in a rotating 3D cube that players can turn to throw each other off balance. Obstacles and traps spell potential death…as does the ticking time bomb strapped to your back!—*Black Widow*

By Activision
Available November

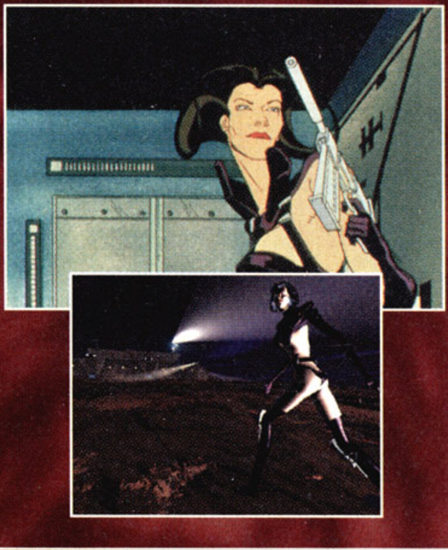


Aeon Flux

PlayStation PC CD

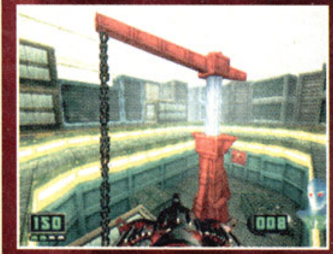
In Viacom's latest MTV conversion, the leading long-legged spy prances through 35 levels, serving out subterfuge in missions that involve recon, sabotage, and theft. The ultimate goal of the first-person action? Subdue the Demiurge, a chump who keeps reviving the dead.—*Air Hendrix*

By Viacom New Media
Available October



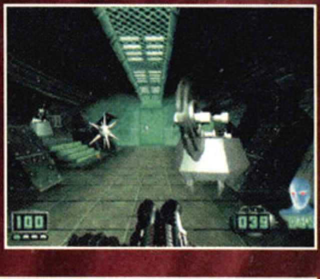
Disruptor

PlayStation



This sci-fi Doom-style shooter sends you out to defend the New Solar Government from rebel forces through 14 levels. Along with ten traditional weapons, you pack up to five psionic attacks, such as an energy drain. A strategic element to the gameplay rounds out the heavy combat.—*Air Hendrix*

By Universal Interactive Studios
Available Fourth Quarter '96

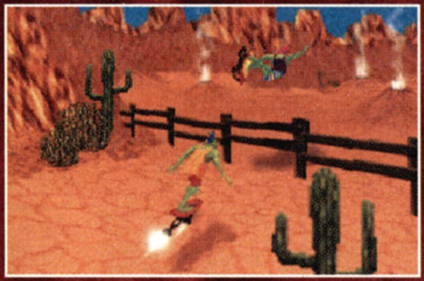


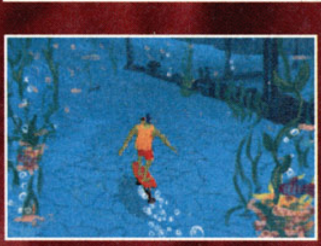
Extreme Dreams

PlayStation

This futuristic take on skateboarding straps you, a slacker named Dim, onto a rocket board for speedy racing action. A humorous flair complements the rendered graphics and the morph-on-the-fly landscapes.—*Air Hendrix*

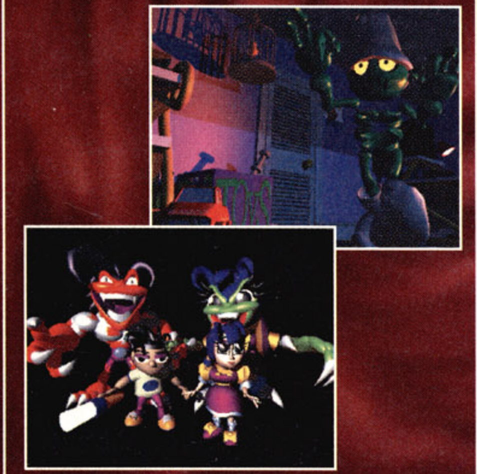
By Caps Software
Available Fall '96





Swagman

PlayStation Saturn PC CD



The evil Swagman kidnapped the fairies who prevent nightmares, and it's up to a pair of twins to head off the crisis. Moving through the bizarre, magical, rendered 3D worlds of this action/puzzle adventure, gamers alternate between the twins, who have unique abilities.—*Air Hendrix*

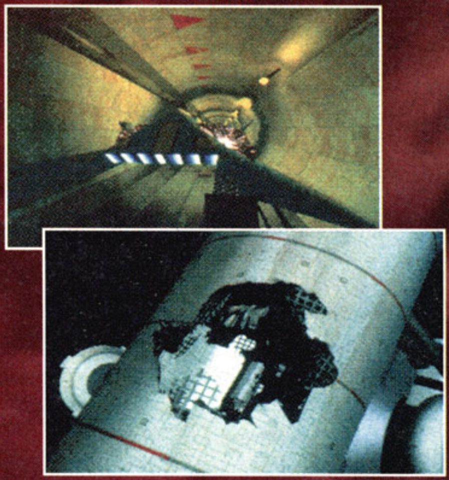
By U.S. Gold
Available Fall '96

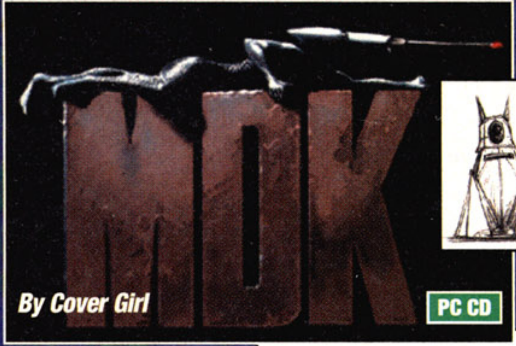
MagZone

PlayStation PC CD

Antigravity racing goes 3D in MagZone. Gamers whip around in magnetic cars inside enormous 3D shapes. As teams struggle to control a magnetic ball and launch it into the opposing goal, they must maneuver through complex terrain that poses challenges like tunnels, ramps, jumps, and vertical walls.—*Air Hendrix*

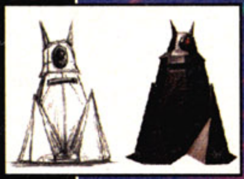
By Trimark Interactive
Available October





By Cover Girl

PC CD

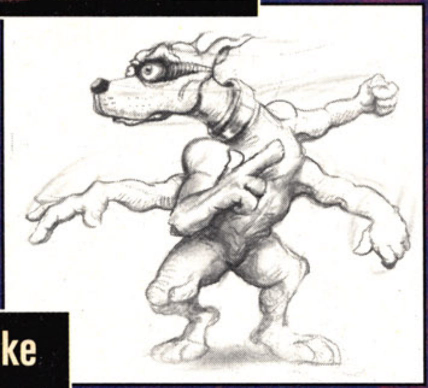


Only the gang at Shiny knows what the game's alphabet-soup name means, but graphically, MDK is a slick piece of work as these early pictures show. With its double-barreled action and strategy gameplay, MDK opens new territory for PC players drowning in Doom clones.

You play as Kurt Hectic, mankind's last salvation in a future where Earth is enslaved by a man named Glut. With your dog, Bones, you undertake to destroy Glut's eight heavily protected mining enclaves.

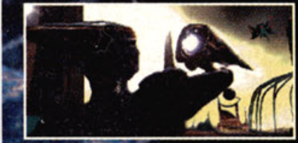
MDK takes you on a wild ride through four stages, including a faceoff against Glut and a freefall through outer space. You're armed – literally – with a machine gun attached to your right appendage. Snap the machine gun onto your face, and it becomes a sniper gun that gives you a through-the-barrel view of the body parts as they fly off enemies. The gameplay will vary depending on your strategy, but switching between weapons and using strange inventions like the World's Smallest Nuclear Explosion and catapults will be critical.

By Shiny Entertainment
Available Christmas '96

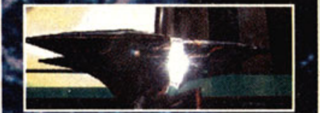


Weapons Make The Man

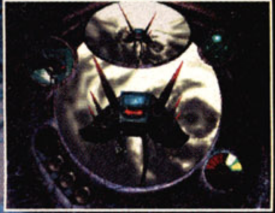
You're armed with a machine gun...literally.



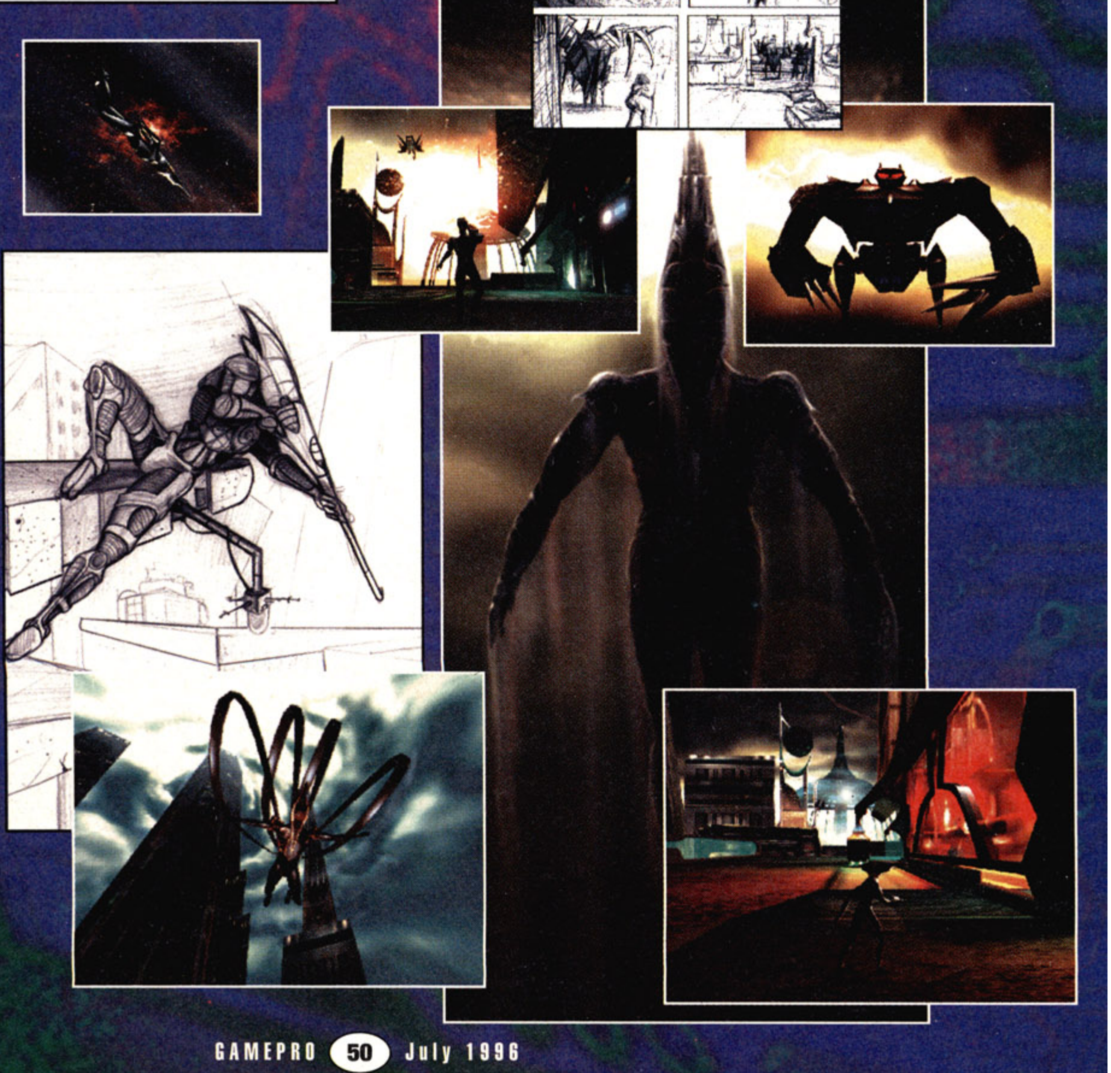
Attach the machine gun to your face...



...and it becomes a long-range sniper gun.

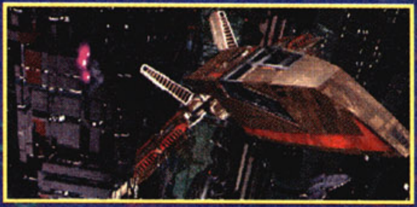


The sniper gun's through-the-barrel view is right on.



Jedi Knight: Dark Forces II

PC CD **Mac CD**



LucasArts unveils a trio of games that should rise to the top of the PC game slush pile and excite *Star Wars* followers. In Jedi Knight: Dark Forces II, Kyle Katarn's *Star Wars* saga continues in true Jedi fashion with classic conflicts between good and evil, and the past and the future. In this first-person action/adventure game, you strive to become a worthy Jedi by foiling seven Dark Jedi who are trying to unleash the powers of a secret Jedi burial ground. And you can share the Force with friends; Dark Forces II is a multiplayer game. —*Black Widow*

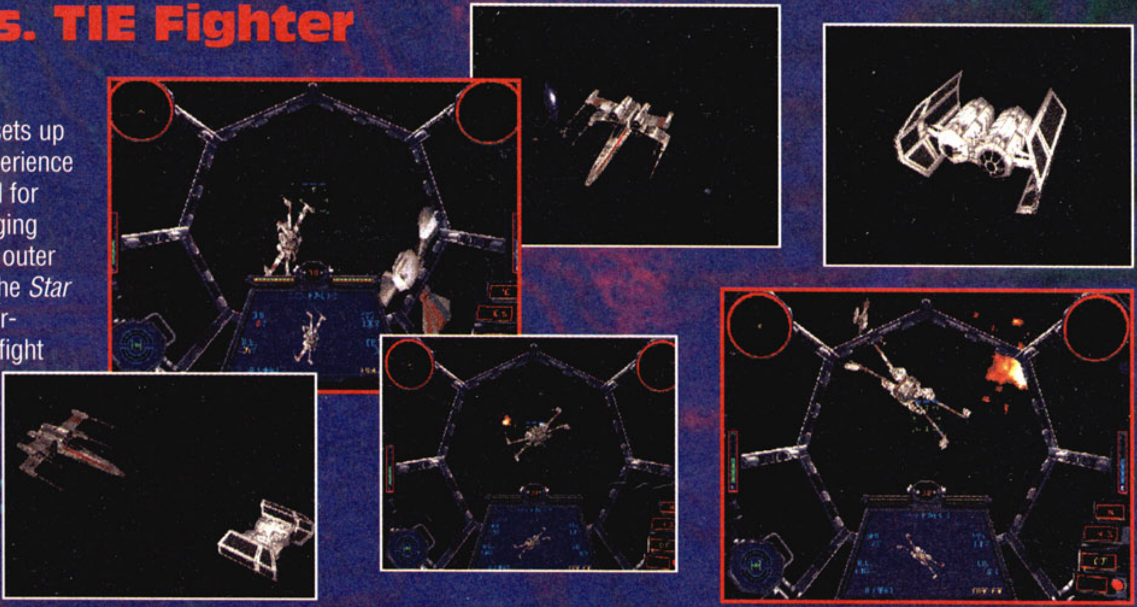
By LucasArts Entertainment
Available First Quarter '97

X-Wing vs. TIE Fighter

PC CD **Mac CD**

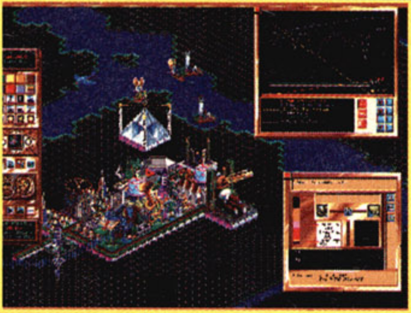
X-Wing vs. TIE Fighter sets up the ultimate combat experience for the trilogy's fans and for gamers seeking challenging multiplayer dogfights in outer space. Blasting across the *Star Wars* galaxy in this outer-space shooter, you can fight for the Rebel Alliance or take a walk on the Dark Side with the Empire.—*Black Widow*

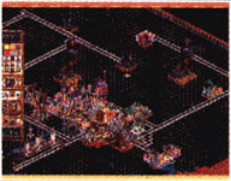
By LucasArts Entertainment
Available Fourth Quarter '96



Afterlife

PC CD **Mac CD**





In Afterlife, the Pearly Gates can be made of whatever you want them to be. And Hell doesn't need to be a hellhole if you imagine it otherwise. Afterlife casts a celestial and humorous light on strategy simulation games by letting you play God in the big guy's house – and in his neighbor's. You're in charge of creating and maintaining the upkeep of both Heaven and Hell, monitoring the number of lost souls, and establishing enticements to grow your population in this amusing, unorthodox take on man's most orthodox otherworldly beliefs.—*Black Widow*

By LucasArts Entertainment
Available now

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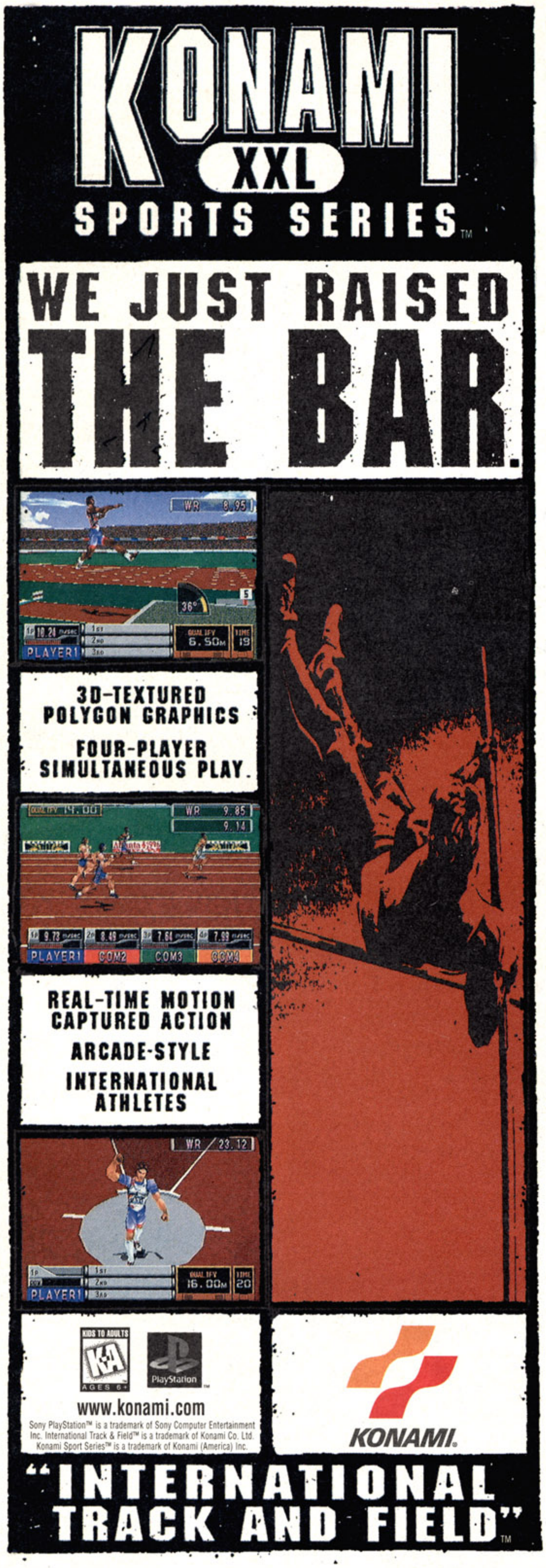

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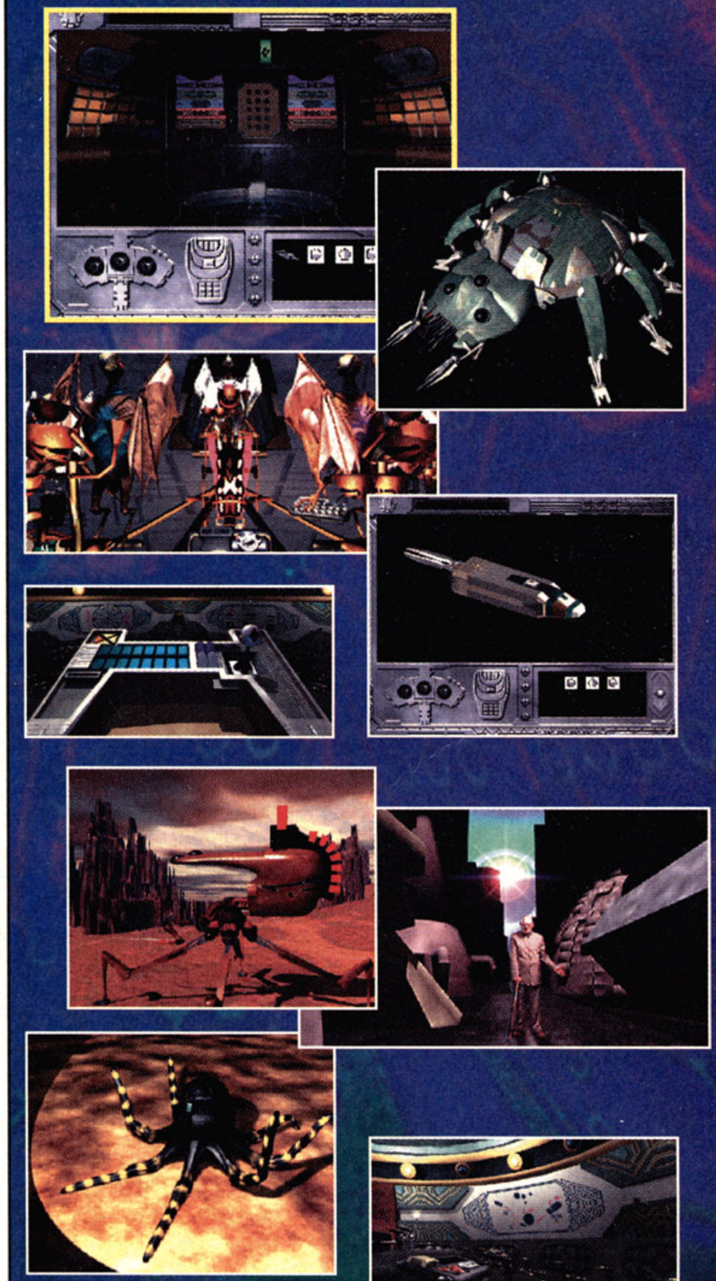
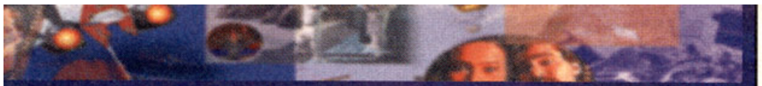
Rama PC CD Mac CD

Based on the popular series of sci-fi novels by Arthur C. Clarke, Rama's dazzling Myst-style adventure gameplay may earn it a place among the top PC titles of the year. The story begins as you join a team of astronauts exploring a gigantic spaceship that suddenly entered our solar system. Once onboard, you encounter a bewildering array of exotic alien species – some friendly, some not – and you're tasked with uncovering the ship's mysteries.

From a first-person perspective, you solve puzzles, collect items, interact with aliens, and delve into your surroundings as you attempt to unravel the enjoyably complex plot. Spectacular rendered graphics and seamlessly integrated video sequences put the finishing touches on this promising prospect.—*Air Hendrix*

By Sierra On-Line
Available October





Warcraft II: Beyond the Dark Portal

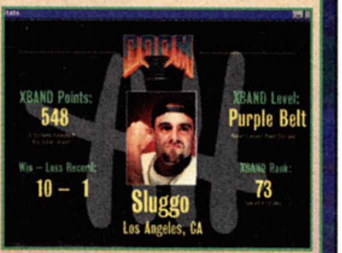
PC CD

If you've blazed through Warcraft II: Tides of Darkness, this add-on CD sets you up with more orc-mashing mayhem. In Beyond the Dark Portal, the humans cross over to the orc world to subdue their rampaging hordes. Set in the orcish swamplands, Portal's 24 new missions and 50 new maps will keep you immersed in combat.—*Air Hendrix*

By Blizzard Entertainment
Available Now

XBAND HITS PCS

After its widespread success in the 16-bit console market, Catapult Entertainment's taking XBand to the PC market. With Windows 95, a 9600-baud (or higher) modem, and Internet access, a PC running XBand software will enable gamers to go head-to-head in high-speed "twitch" gaming that, according to Catapult, should outperform the existing modem capabilities of many PC games. At press time, the XBand PC supported Doom, Doom II, MechWarrior 2, Hexen, HardBall 5, Super Street Fighter II, and Locus. XBand PC is due out this summer; its pricing scheme hadn't been determined at press time.—*Air Hendrix*


DOOM
XBAND Points:
548
XBAND Level:
Purple Belt
Win – Loss Record:
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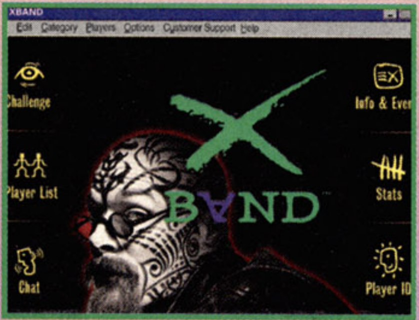
XBAND Rank:
73
Sluggo
Los Angeles, CA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"THE FINAL ROUND"™

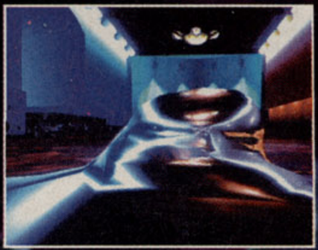
Virtua Fighter 3

By Bruised Lee

Even though Virtua Fighter 3 is still a few months down the road, it already has the look of a champion fighting game. These gorgeous pix of VF 3 should wet your fighting appetite until the game is released.

Not only will VF 3 retain the uniqueness and excitement of the Virtua Fighter series, it will also feature many new elements that will create an even more distinctive fighting game. The biggest changes will be in the fighting style. AM2, Sega's ace design team in Japan, plans to make it as realistic as possible. Expect the high, floating jumps of previous versions to disappear. New attacks and counterattacks will be implemented, and the ability to fight after being knocked down is even being tossed around.

VF 3 might say good-bye to ring-outs, or stages may have walls, similar to Fighting Vipers. Improving on the wall stages in FV, VF 3 characterwill be able to perform moves and counterattacks using the walls. AM2 may also include foreign objects in the stages that can either be broken (à la KI 2) or used as weapons during a fight.


Like a scene from the movie Terminator 2, Dural morphs from a liquid-metal puddle into her human shape.

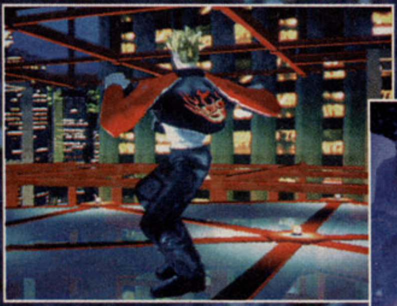
Character Update

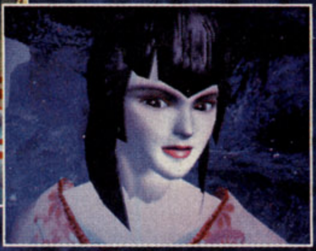
In addition to the ten characters from VF 2, a female character and male character will be added, bringing the total to an even dozen. Aoi Umenokouji, the new female character, was born into a distinguished Kyoto family, and fights in a style that loosely resembles aikido.

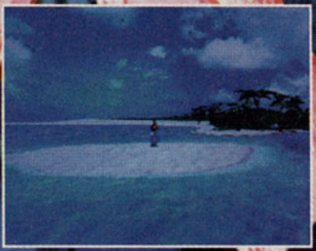
AM2 is considering a pudgy male character, but the final decision has not yet been made. Although the cast will have new costumes, they will retain the popular elements from the previous versions of VF.

Coming Soon

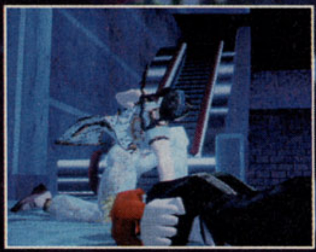
GamePro will continue to bring you more coverage on VF 3 as it becomes available. So start saving those quarters now – you're going to need them. G


Jacky's improved spin kick is smooth and more powerful.


The faces of VF 3 characters use more polygons than the entire bodies of VF 2's fighters.


A panoramic shot of what Jeffry's new background could be.

You talkin' to me, punk?


With her new counterattack, Pai throws Jacky to the ground and punches him in the face.

Model 3 Specs

The specs alone on VF 3's Model 3 board, which makes VF 3's dazzling graphics possible, are a programmer's dream and a competitor's nightmare.

Host CPU

Main CPU: Power PC 603C
Resolution: 496 X 384-640 X 480
Z-buffering
Noninterlacing

Graphics Performance

Geometarizer: 1 million polygons/sec
Renderer: 60 million polygons/sec
Colors: 16 million colored texture mapping
Anti-aliasing: Texture and edge multilayered

Shading

Gouraud shading
Fixed & flat shading
Anti-aliasing: Texture and edge multilayered

Special Effects

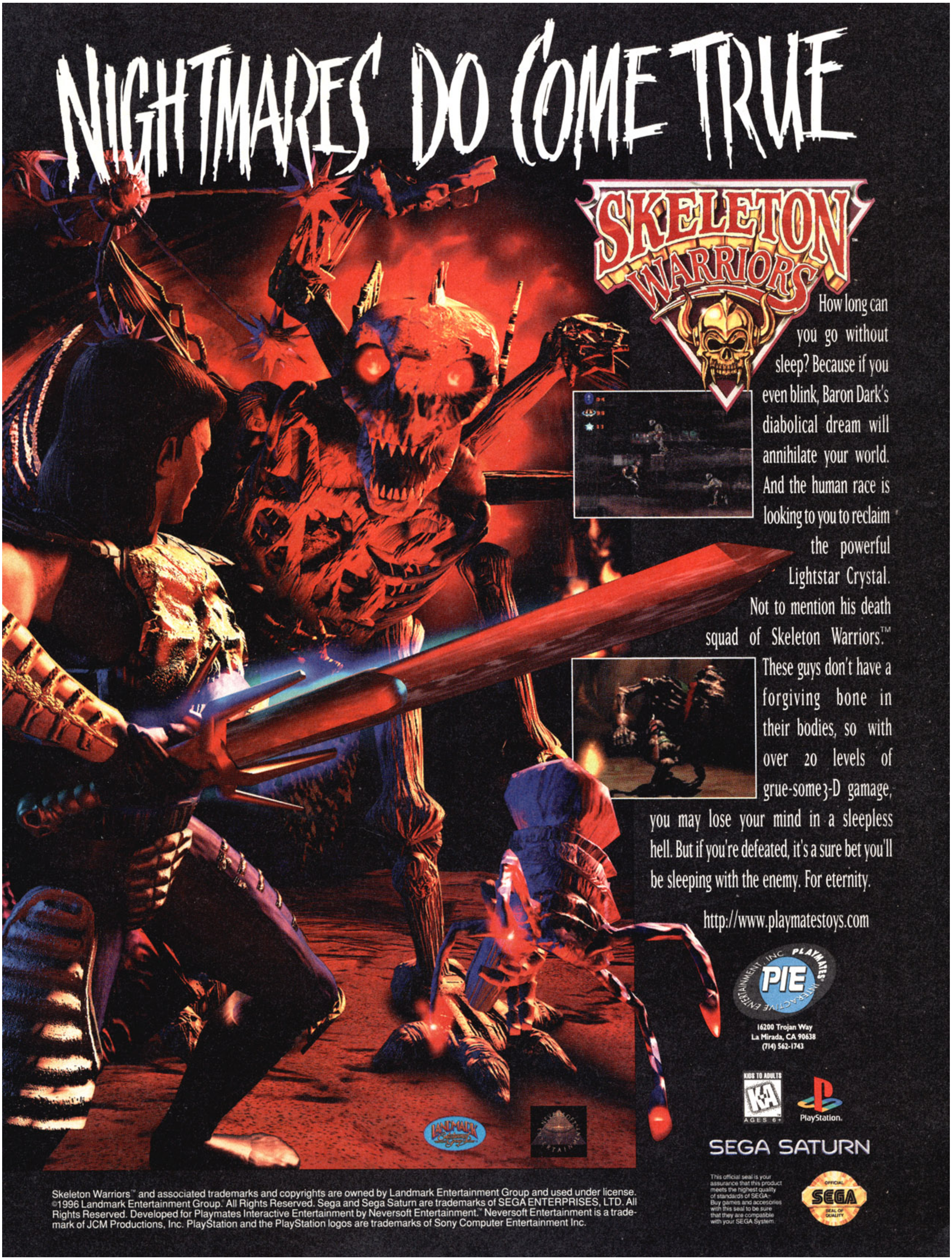
Zoning fog
32 levels of transparency

Lighting Effects

Parallel light
Four spotlights
Pinpoint spotlights

Sound

CPU: 68 EC 000
Sampling rate: 44.1 kHz
SCSP X 2
MIDI interface
64 voice; 4 channels



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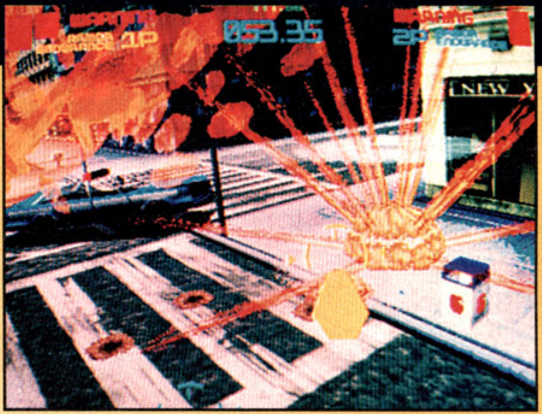
OFFICIAL SEGA SEAL OF QUALITY

GUNBLADE
Special Air Assault Force
NY



Even the side streets have become a battleground!

GUNBLADE NY

By Bruised Lee

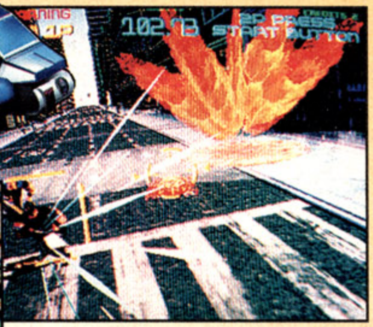
The city that never sleeps is under attack by terrorists. Now it's up to you and your attack helicopter (GunBlade) to shoot, kill, and blow up anything that moves. It's just another typical day in New York.

ESCAPE FROM NEW YORK

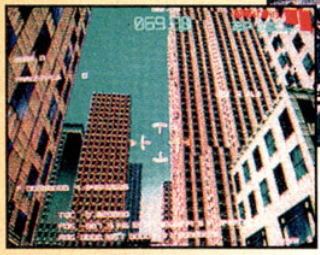
Hardcore armored androids have taken world leaders as hostages, but the solution is simple. Take one monster helicopter, two machine guns, and an endless supply of ammo and head out to eradicate any terrorists that stand in your way.

In GunBlade NY, gamers chose from two missions, each one made up of four scenes. The goal is to clear out either the United Nations headquarters or the entire island of Manhattan.

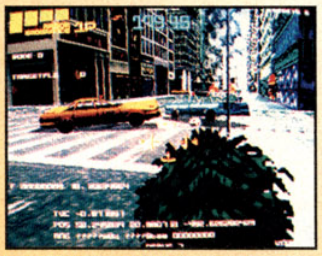
The Big Apple has never looked better (as a battlefield, that is). GB's designers visited New York to re-create the city, so players will be able to recognize locations such as Times Square and Fifth Avenue. Dynamic cameras constantly change the angles of gameplay as the action heats up. You literally zoom down and around the building amidst 3D gunfire and explosions.



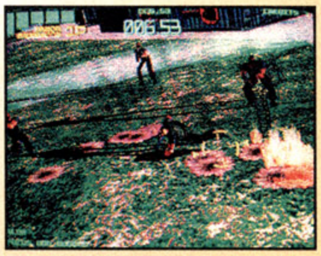
Downtown action heats up and androids run through the streets.



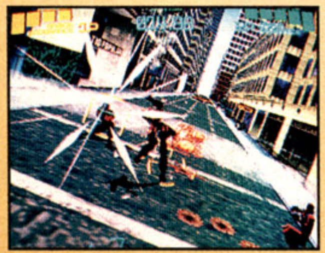
Hold on tight as your chopper begins a steep climb.



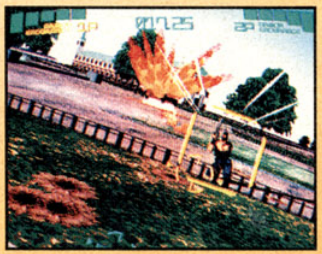
Your chopper flies in low to set you up for the next scene.



GB is the first gun game to feature artificial intelligence. Enemies will dive, roll, and run around the screen to avoid being picked off.



Some enemies take more than one hit to kill. It's best to keep on shooting them until they fall.



To ensure a direct hit, let your gun's cross hair get a lock on its target before shooting.

GB's controls are very simple. You're equipped with a machine gun that comes with a ilifetime supply of bullets, and you don't have to worry about reloading, which keeps the action fast. Unlike Virtua Cop, where the bad guys are preprogrammed to do the same thing each time you play, GB's enemies have their own artificial intelligence, which enables them to react to how they're being attacked and then counterattack.

Realistic sound effects as your gun eliminates even the toughest stains, along with ear-piercing explosions, completely overshadow the faint music in the background. With all the fast-paced action that GB offers, music is the last thing you'll pay attention to.

GUNBLADE IS RAZOR SHARP

GB is faster than a New York minute. If the superior 3D graphics don't keep you on your toes, the enemies with minds of their own will. GB is a great spin-off on the Virtua Cop series. G

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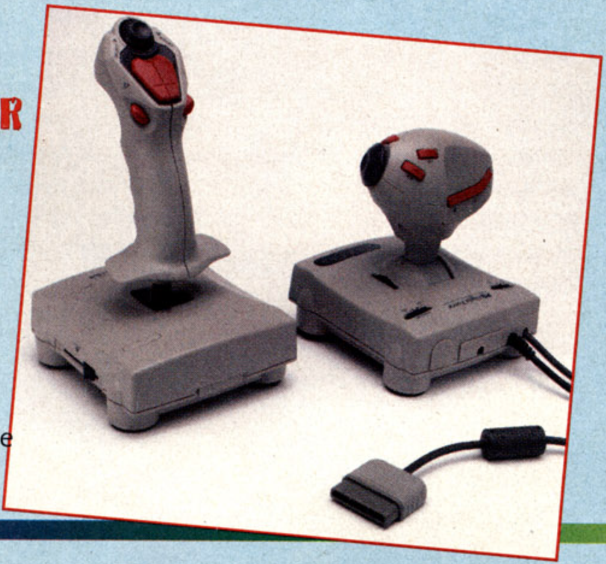

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TEKKEN 2

Tekken 2
(By Namco)
By Scary Larry

Price not available
Available September

Fighting
2 players

Challenge Int Level

Replay? HI

NOT YET RATED

Fighting game fans the world over hailed the first Tekken as an original, enjoyable fighting game with tons of moves, combos, and specials. But Virtua Fighter 2 came along that same year, spurring a serious debate about which game was better.

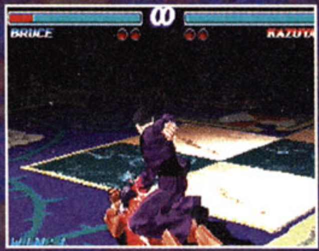
Now comes Tekken 2, and simply put, it blows away the competition. More moves, more characters, and more depth make this the king of fighting games. And with nothing more on the horizon for home systems (even Nintendo's KI 2 is no match for Tekken 2), this king should reign for some time.

Both the graphics and sound have been vastly improved. The moves are also more intricate, and now include counterattacks, linking moves (à la Killer Instinct), and multihit combos. This broad array of features makes Tekken 2 a great experience for the novice as well as the seasoned fighter.

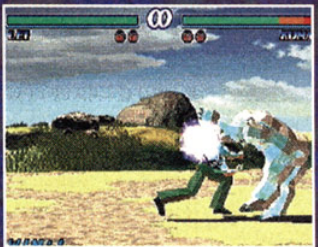
Tekken 2's Practice Mode also establishes this game as a standout. Learn a combo, pull off special moves, even learn the counterattacks against a computer "dummy." If you've never played a fighting game before, you'll still be able to learn this one.

But if you're a fighting game fan who needs a challenge, Tekken 2 has it. Hidden characters and a plethora of moves still lay undiscovered in the game. But only dedicated practice and some serious ass-whuppin' will reveal all that Tekken 2 has to offer. Are you up to it? We thought so. G

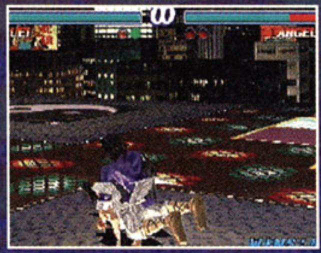
ALL FIGHTERS



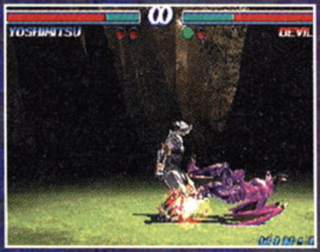
***PROTIP:* Tap →, →, then tap → again when close to the opponent. Immediately press the LP and RP buttons repeatedly to smack your opponent around.**



***PROTIP:* Keep running toward your opponent and you'll bowl them over if you're uncontested.**

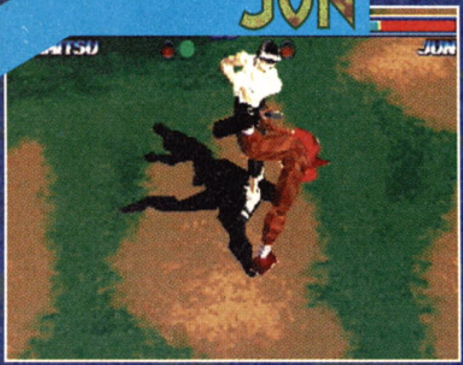


***PROTIP:* Throwing opponents from behind showcases several types of throws.**



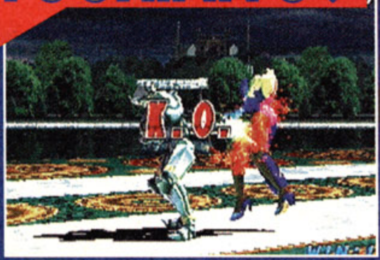
***PROTIP:* Leaping on top of your downed opponent doesn't work well against the computer.**

JUN



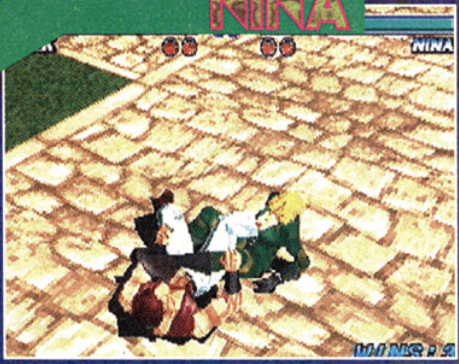
***PROTIP:* Jun is one of the best at countering. She usually adds an arm or leg break to normal flip counters. Simultaneously hold (← LP LK) or (← RP RK).**

YOSHIMITSU



***PROTIP:* Yoshimitsu has a dangerous, but showy, move. Tap RK, LK to thrust-kick your opponent into the air, then as they descend, do the Suicide by simultaneously tapping (↓ LP RK). Massive damage...minimum trouble.**

NINA



***PROTIP:* Nina has a wicked short-range move. Tap →, →, LP to execute it.**

Graphics

5.0

Tekken 2's polygonal rendering doesn't lose a thing in the translation from the arcade. Beautiful, moody backgrounds and smooth fluid movement make Tekken 2 as gorgeous as it is lethal.

Control

5.0

Can't seem to get the control down? Tekken 2's Practice Mode walks you through the ten-hit combos. When you pause the game, you can access a list of the fighters' special moves.

Sound

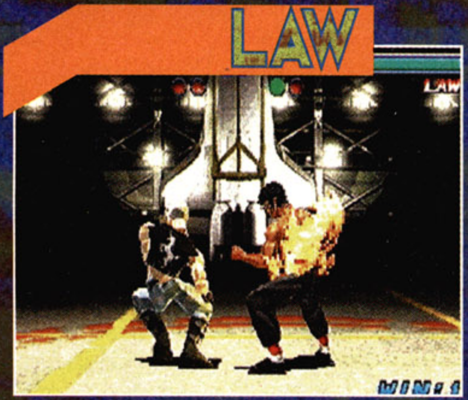
5.0

Each character has unique music, all well done. But the breaking bones are the real sonic stars. The sound effects are so crisp and clear, you'll wince. Nice effects from the fighters, too.

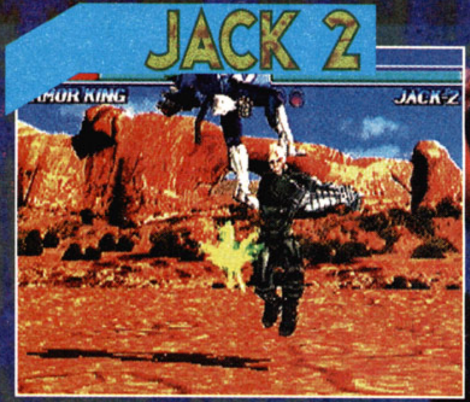
Fun Factor

5.0

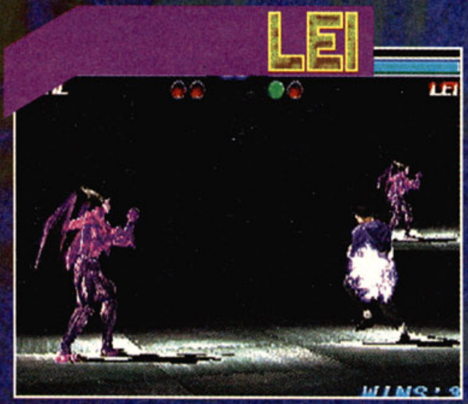
Tekken 2 is every fighter's dream. Great moves, depth, tons of secrets... if you've played it for five minutes and don't want to own it, you're too jaded. It reigns over everything else so far, and will for the rest of the year.



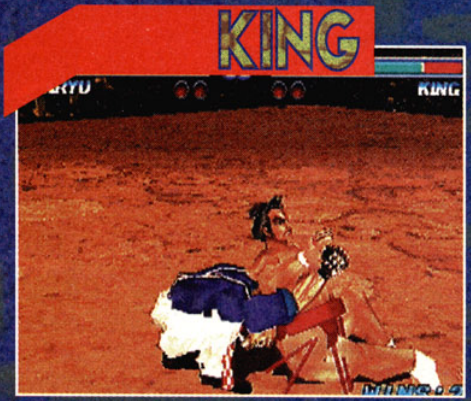
***PROTIP:* To execute Law's super move, simultaneously tap (↙ LP RP).**



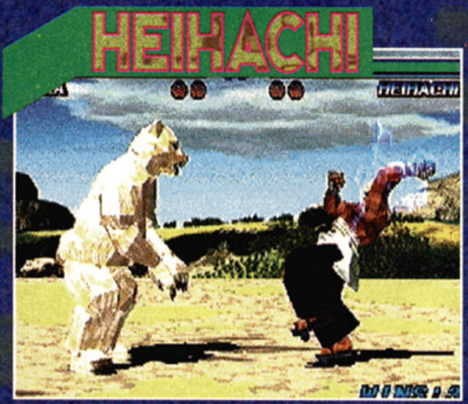
***PROTIP:* To execute Jack 2's small – but damaging – three-hit combo, simultaneously hold ↓ and tap (LP RP), then tap (LP RP), (LP RP) as the opponent is descending.**



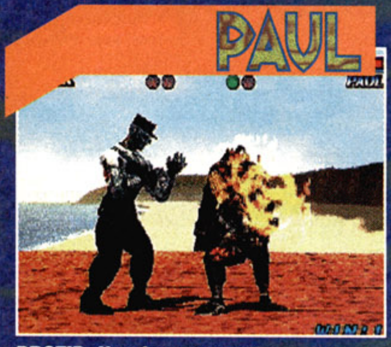
***PROTIP:* Simultaneously hold ← and tap (LP RK), then tap RK to do Lei's super move, which can leave you wide open for a counterattack. Initiate it when your opponent is on the ground. It has amazing reach.**



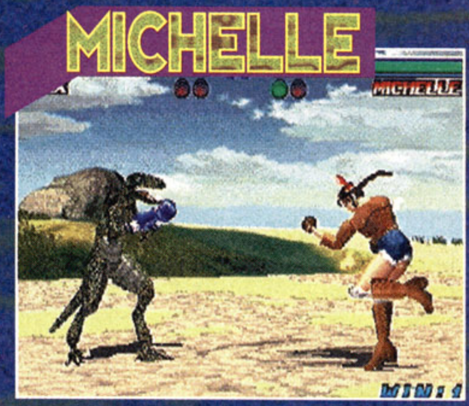
***PROTIP:* There's a trick to getting down King's Achilles' Hold move. Motion →, ↘, then simultaneously tap (LK RP).**



***PROTIP:* To do Heihachi's super move, hold ↓, then simultaneously tap (LP RK).**

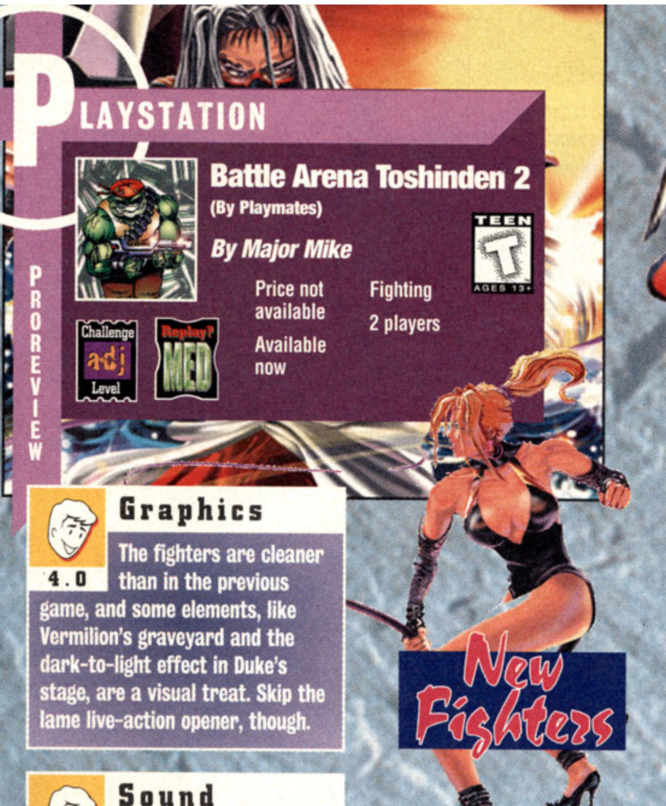


***PROTIP:* Here's an easy three-hit power combo. Tap ↓, ↙, ←, RP, ↓, ↙, ←, RP, then do the super move by holding ← and simultaneously tapping (LP RP).**



***PROTIP:* To inflict damage with Michelle's super move, simultaneously hold → and tap (LP RK). Follow this with a quick RP, LP uppercut, then a foot sweep for a damaging combo.**

BATTLE ARENA TOSHINDEN 2



Battle Arena Toshinden 2
(By Playmates)

By Major Mike

Price not available
Available now
Fighting
2 players
TEEN
AGES 13+

Challenge Level: adj
Replay? MED

The inevitable sequel to one of last year's biggest PlayStation sellers, Battle Arena Toshinden 2 offers more of the same. While this may please fans of the first Toshinden, gamers who didn't like the original won't be won over.

Toshinden 2 adds three new fighters: Tracy, a tonfa-toting policewoman; Chaos, a giddy, sickle-carrying former executive; and Gaia, one of the bosses from the previous game, now stripped of his armor. The best new characters are the bosses – especially the winged Uranus and the hidden boss, Vermilion.

Fighting fanatics will find little technique in Toshinden 2. The combos are very restricted; fighting is limited to an exchange of blows or special moves, which will disappoint those looking for another Street Fighter Alpha or Tekken 2. G

Graphics

4.0 The fighters are cleaner than in the previous game, and some elements, like Vermilion's graveyard and the dark-to-light effect in Duke's stage, are a visual treat. Skip the lame live-action opener, though.

Sound

4.0 All the grunts, smacks, and victory chants are discernible, though most are spoken in foreign tongues. With jazzy and upbeat rock tunes, the music is also a plus.

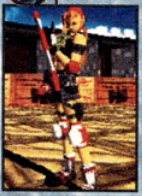
Control

4.0 All the moves are easily executable, even the complex "desperation" and finishing moves. Configuring the top buttons to sidestep is especially helpful.

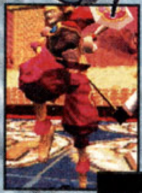
Fun Factor

2.5 So much for a deep fighter – there aren't many combos, just a plethora of special attacks. The three new fighters liven things up, but otherwise Toshinden 2 provides nothing terribly new.

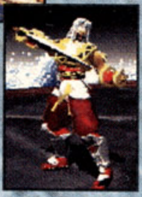
New Fighters



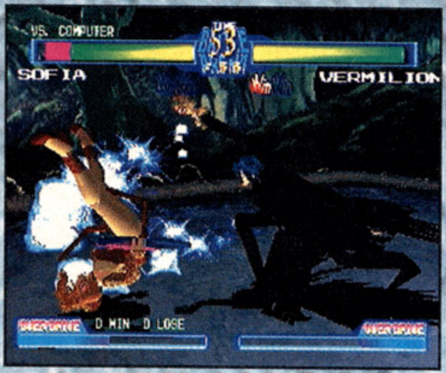
Tracy



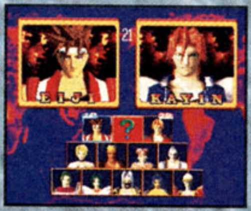
Chaos



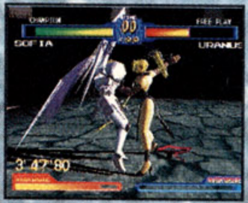
Gaia



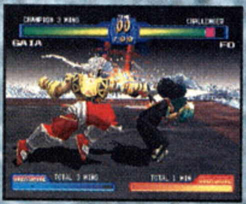
Definitely not a fair fighter, Vermilion attacks with a shotgun and a pistol.



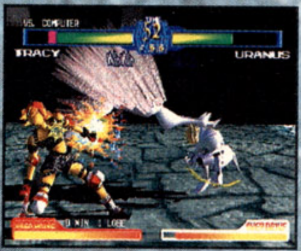
Eleven fighters, including three newcomers!



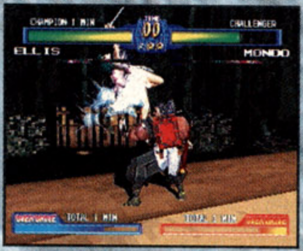
PROTIP: To grab an opponent for a throw, get in close, hold Away, and press △ or ○.



PROTIP: While running toward an opponent, press Attack to execute a special dashing attack.

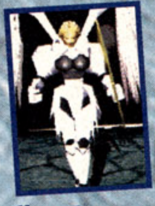


PROTIP: When fighting Uranus, beware of her wings – they have reach, and she won't hesitate to bat you down with them.



PROTIP: You can chain special moves together so they're executed in rapid succession. For example, do Ellis' Flying Ball into a Flip Kick.

Bosses



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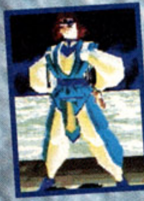
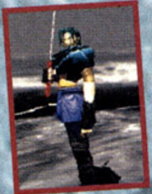


Master

Hidden Bosses



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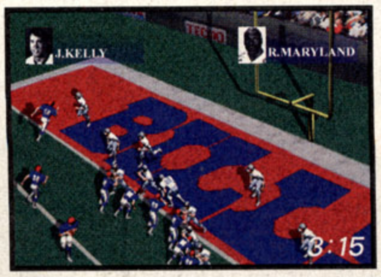

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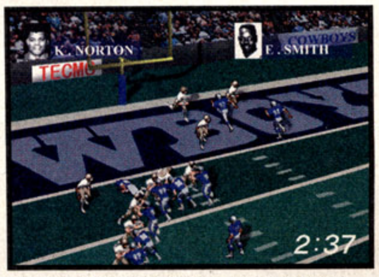

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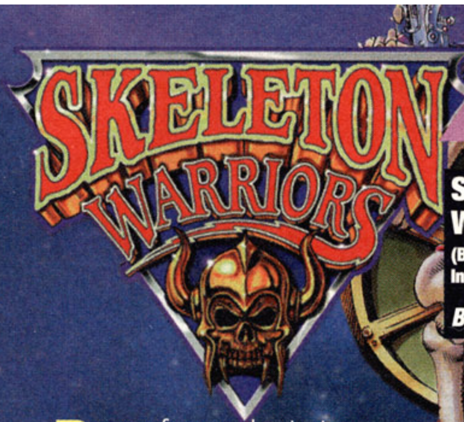


Skeleton Warriors

(By Playmates Interactive)

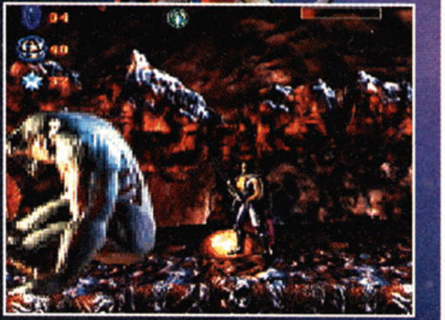
By Tommy Glide

Price not available
Available now
Action/adventure
1 player

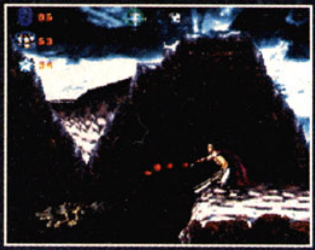
Challenge adj Level
Replay? MED
KIDS TO ADULTS K-A AGES 6+

Prepare for sword-swinging action as Prince Lightstar in this game based on the animated television series.

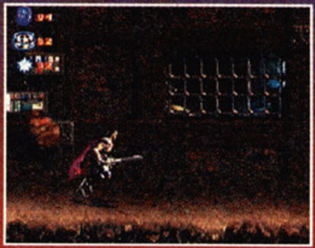
Despite superb artwork, Skeleton Warriors' gameplay is standard side-scrolling fare (scroll right, boss; scroll right, boss), and you must wait at the edge of the screen before the game allows you to move onward. Even the basic 3D flight levels lack 32-bit polish. PlayStation owners have come to expect more, but Lightstar's quest is still an enjoyable one. G



PROTIP: Jump over Ursa when she rushes. Hit her a few times when she's dizzy, then run to the opposite side of the screen to avoid the falling boulders. Repeat this method to beat her.



PROTIP: The coyotes on the mountaintop inflict heavy damage and are hard to hit during hand-to-hand battle. Defeat them with lasers and the special red grenades.



PROTIP: To avoid falling boulders in the mine, double tap and hold Forward to run by them unharmed.

Graphics 4.5

The sharp, rendered graphics create the illusion of 3D in this 2D game. The characters are large, which is a plus, but the bright explosions occasionally muddle the screen.

Fun Factor 4.0

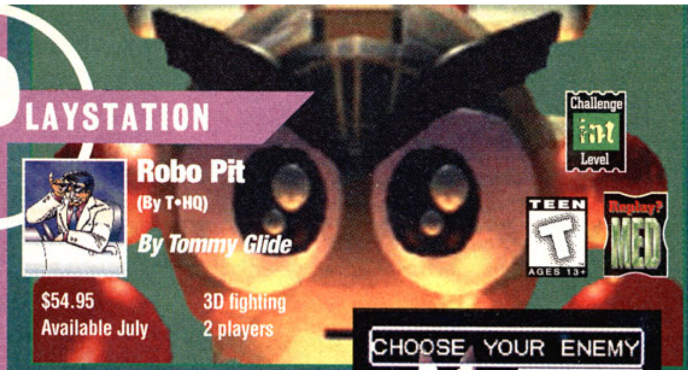
While it has evolved little from 16-bit game design, Skeleton Warriors is fun nonetheless. Former side-scrolling swordsmen who want to bust skeleton heads, welcome back.

Control 4.0

Smooth, straightforward controls leave little to distract you. Your bike moves great in the flight levels, but it could have stood some tweaking.

Sound 4.0

The effects are topnotch, from the clean blast of your laser to the clatter of shattering skeletons. The epic music sends you bravely into battle despite the chilling roars of the bosses.



Robo Pit

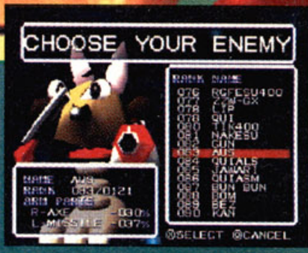
(By T•HQ)

By Tommy Glide

$54.95
Available July
3D fighting
2 players

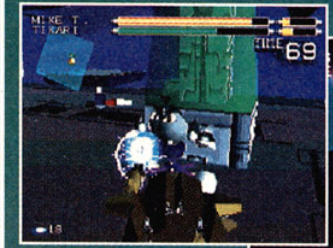
Challenge int Level
TEEN T AGES 13+
Replay? MED

PROTIP: For versatile combat, arm your robot with a close-range weapon like Punch 3 and a projectile like the laser.

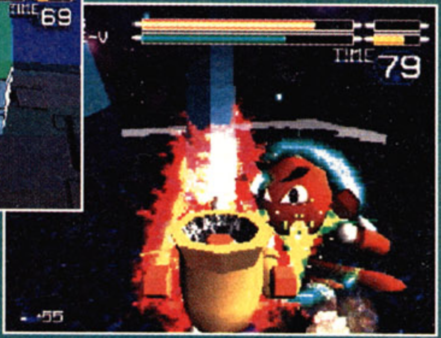


ROBO PIT

Sometimes all aspects of a game seem to fit so well together that you can't help but like it. Robo Pit takes a 3D game environment similar to Jumping Flash's and turns it into a one-on-one fighting arena for cutesy robots. More environments and more simultaneous CPU enemies would have definitely made Robot Pit worth more than renting. Yet its addicting, lighthearted gameplay will sway some players to buy it nonetheless. G



PROTIP: Pick weapons you like and try to stick with them; your robot grows deadlier as it builds proficiency.



PROTIP: For maximum damage, use your special move when you're in close. Avoid getting too close to your enemy when their meter is fully charged.

Graphics 3.5

The 3D environments are hardly as intricate as Jumping Flash's, but the colorful, smoothly rendered robots show lots of character.

Control 4.0

The various robots all move and jump fluidly, making for solid controls. Even with numerous weapons and special attacks, the game is easily learned.

Sound 3.5

Effects like laser blasts and spring-loaded weapons are well done, even if they sound muted at times. Synthesizer tunes provide an upbeat background for the action.

Fun Factor 4.0

The gameplay is simple and slightly addicting. Players will enjoy the two-player Vs. mode and the option to create their own robots.

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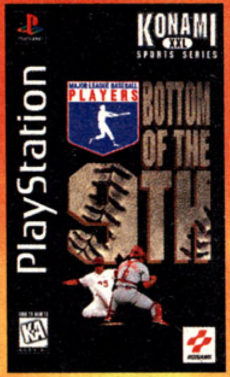

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PO'ed

(By Accolade)

By Slo Mo

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Action/adventure
1 player
25 levels

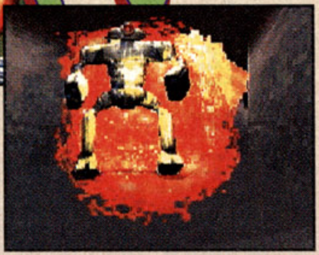
Challenge adj Level
MATURE M AGES 17+
Replay? MED

PO'ed is a first-person shooter that doesn't have the grit of Doom or Alien Trilogy, but an interesting array of innovative features make it worth a shootout.

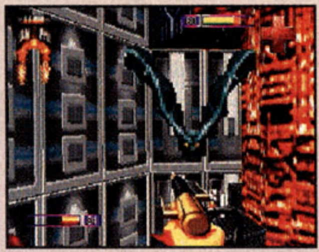
As the cook (and sole survivor) in a space transport, you try to fry a horde of invading sci-fi uglies. The enemy's aggressive A.I. pumps up the Fun Factor as weird creatures constantly hunt you down.

You'll have a blast with ten wicked weapons, especially the low-tech frying pan and bloody meat cleavers, plus a jet pack that enables you to fly into aerial combat. PO'ed does a nice job of tip-toeing between fierce and funny. G

Stage-select cheat: Simultaneously press L1, L2, R1, R2, and Up at the main menu screen. Press ○ to start a new game. At the Difficulty screen, simultaneously press L1, L2, R1, R2, and Down, then release them. Pick a difficulty setting, and a level-select menu appears.



PROTIP: Before you run into Robot Maxes, be sure to have the missile cam.



PROTIP: The Wailer Gatling gun, the pulse gun, and the BFD90 are the best weapons when you're engaged in aerial combat.

Graphics 4.0
The nicely detailed monsters, such as the hilarious-looking Buttheads and the musclebound Arnie army, show noteworthy imagination, but they aren't scary.

Sound 3.5
The sounds feature sweet ammo effects. But they're nowhere near as effective at creating atmosphere as the eerie, scary audio in Doom and Alien Trilogy.

Control 4.0
Crisp button responses keep the action hot in the air and on the ground, but you take an above-average number of falls in the multilevel platform-style terrain.

Fun Factor 4.0
A light-hearted attitude dampens the intensity level, but at least the relentless A.I. keeps you on your toes. Hardcore Doomers may consider this a fun weekend rental.

SHELL SHOCK

Shellshock

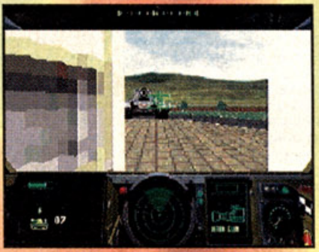
(By U.S. Gold)

By Tommy Glide

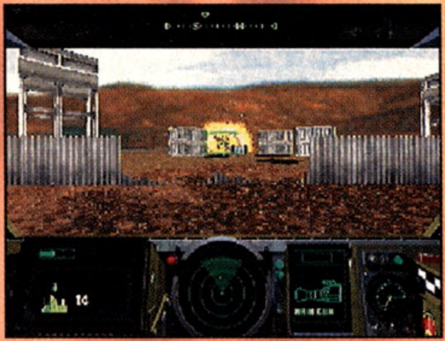
Price not available
Available now
Tank sim
1 player
25 levels

Challenge int Level
KIDS TO ADULTS K-A AGES 6+
Replay? MED

Following a very formulaic tank-game design, Shellshock has you battling enemy tanks, boats and helicopters from a first-person perspective. Apart from its hip-hop "flava," Shellshock doesn't add any surprises to this genre. Each of the 25 missions puts you in a new environment, where good strategy and shooting are required. With solid 32-bit features, Shellshock will hook treadheads. If you're not crazy about tank games, you still might want to give it a roll. G

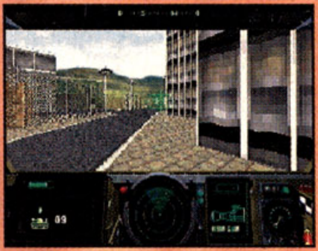


PROTIP: Buildings offer protection from enemy fire; position your turret so you can shoot between them.



PROTIP: In the second mission, play hit-and-run around the exterior of the compound fence instead of charging straight in.

Graphics 4.0
Enemy vehicles look great if you're fool enough to get close. While the terrain is always flat, the detailed surroundings make for a believable environment.



PROTIP: Target your enemies using your radar and cross hair before you can actually see them. You can destroy them from long-range without taking any damage.

Control 4.0
Rotating your turret while driving is challenging. Master it, and you'll be lethal. Selecting weapons and general movement are straightforward.

Sound 4.0
In each mission, Shellshock blends a different hip-hop track with roaring cannon fire and explosive effects. However, you'll tire of the commentator, D-Tour, who often repeats himself.

Fun Factor 4.0
Shellshock embodies all the elements of a good tank game: It's simple to learn, but tough to master. Fans of the rolling-cannon genre will get plenty of targets for their money.

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A service of Infotainment World, Inc. in San Mateo, CA.

Ultimate Mortal Kombat 3
(By Williams Entertainment)

By Major Mike

Price not available
Available now

Fighting
2 players

Challenge: adj Level

Replay? HI

MATURE M AGES 17+

ULTIMATE MORTAL KOMBAT 3

Graphics

4.5

The digitized characters and new backgrounds look great, though they're not exactly eye-popping. The boss Motaro provides an eyeful thanks to fluid stop-motion animation.

Sound

4.0

Excellent smacks, slashes, and other sounds of carnage enhance the fighting. Some of the characters' grunts and groans (like Ermac's), sound a bit funny, though.

Control

4.5

Special moves are easy to do, but some of the finishing moves require exact timing. The only problematic factor is Shang Tsung, whose morphing momentarily stops the game.

Fun Factor

4.0

Veterans will definitely have an unfair advantage over beginners. Still, UMK 3's finger-blistering one-on-one action really shines when you're playing another gamer.

The latest installment of one of the most popular fighting games in history gets a face-lift for the Saturn. Saturn owners left out in the cold when MK 3 hit the PlayStation can now gloat: Ultimate has arrived, and it offers more fighters, moves, fatalities, and secrets than MK 3.

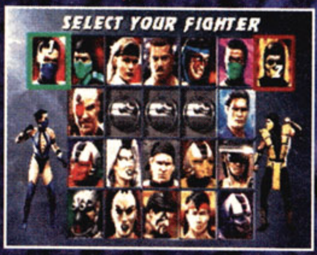
Ultimate has four new fighters (Scorpion, Jade, Kitana, and Reptile), three hidden ones (the original Sub-Zero, Ermac, and Mileena), and four new stages. Some old characters were also upgraded: Kano has a new vertical ball and Stryker has a riot gun attack. Two new modes enhance the gameplay: A four-player, two-on-two match (each player picks two fighters – one falls, and the other jumps in), and an eight-player tournament.

If you liked the arcade version, you'll like this translation; if you didn't, there's not much to sway your opinion – unless you like the fact that you can now play at home and not pay 50 cents a pop.

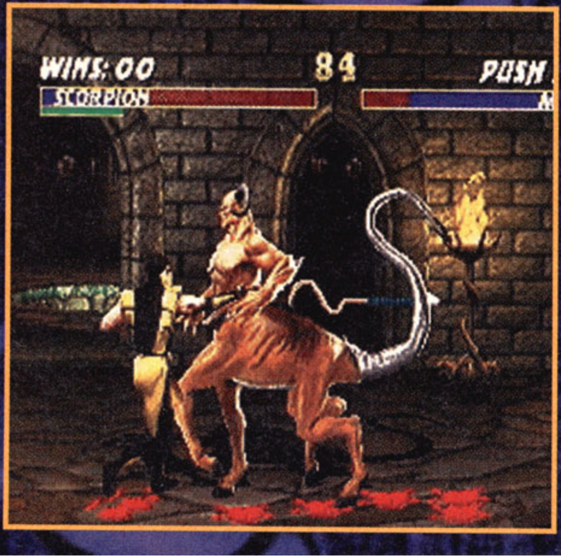
The Fatalities – the draw of the first game – are faithfully duplicated from the arcade. Strangely, the best ones (like Scorpion's pack attack) leave something to your imagination by blacking out the screen at the moment of bloodletting. Other finishing moves, like the Animalities, are weak and poorly conceived (Kitana's rabbit attack? Come on, guys!).

The real hook is the playability and brutality of the fights, and here UMK 3 holds up well. The moves are easily executed, and there are heavy-hitting combos and juggles. Matches against the computer are almost no fun, however; the A.I. usually counters with an unblockable maximum-hit standing combo, leaving your life meter drained and your controller in pieces.

The 32-bit systems are again bringing the arcades a little closer to home. For MK fans grounded to their TVs, this is as close to the arcade as you're going to get. G

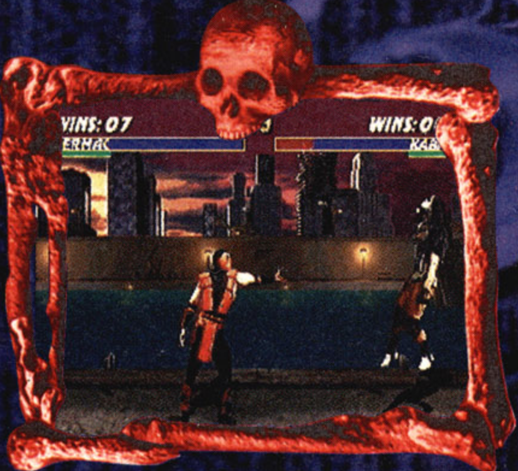


Four new fighters and seven hidden characters total 22 Ultimate kombatants!

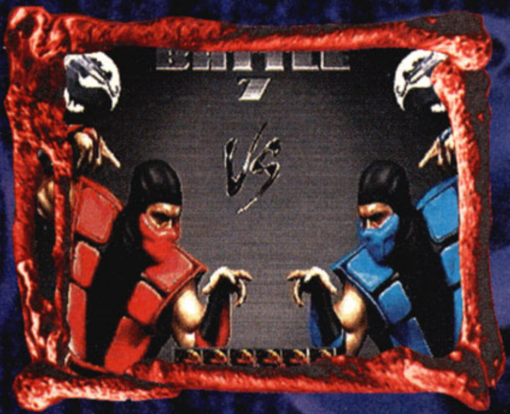


***PROTIP:** Don't even think about using projectiles against Motaro – they either go through him or get bounced right back at you. Instead, use standing combos and teleport hits like Ermac's and Scorpion's punches.*

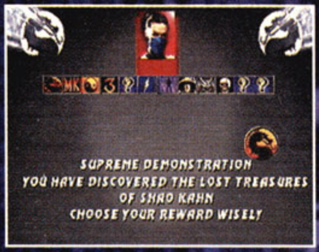
PROTIP: *Ermac's Telekinetic Lift is one of the most effective moves in the game. Whenever an opponent is knocked down, use it to launch them in the air for an uppercut or a roundhouse.*


WINS: 07
ERMAC
WINS: 0

PROTIP: *Be careful when executing a combo against a computer opponent; if you miss a hit, they retaliate with a maximum-hit standing combo.*

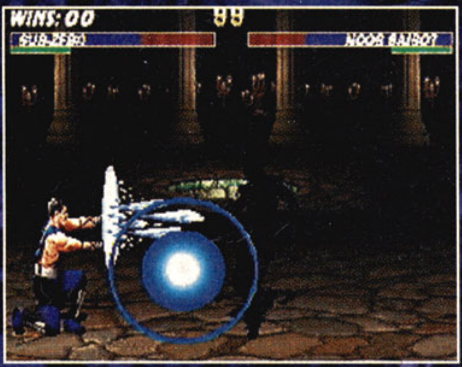


The rumored character from the first MK game now exists! Ermac is one of three hidden fighters, along with the old Sub-Zero.

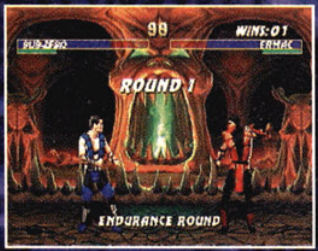


SUPREME DEMONSTRATION
YOU HAVE DISCOVERED THE LOST TREASURES
OF SHAO KAHN
CHOOSE YOUR REWARD WISELY

PROTIP: *When you win the Ultimate MK Tournament, pick the last "?" for your reward. It's the Supreme Demonstration, and it shows you all the finishing moves.*


WINS: 00
99
SUB-ZERO
NOOB SAIBOT

PROTIP: *Noob Saibot blends into his background, making him almost invisible. Use characters with stun moves like Scorpion's Spear and Sub-Zero's Freeze to show his location.*

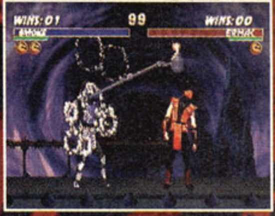

99
WINS: 01
SUB-ZERO
ERMAC
ROUND 1
ENDURANCE ROUND

The Endurance Round returns! This time you fight up to three opponents in succession.

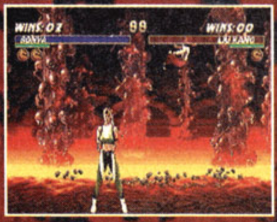
WINS: 16
99
WINS: 00
SCORPION
SUB-ZERO
4 HITS
24% DAMAGE

PROTIP: *Avoid fancy air-juggle and special-move combos. Standing, rapid-fire, button-tapping combos do as much, if not more, harm.*

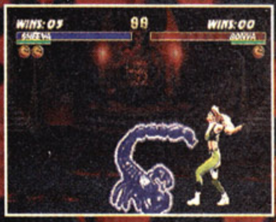
Finish Him!


WINS: 01
99
WINS: 00
SMOKE
ERMAC

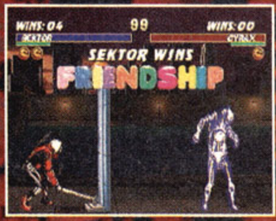
Fatality


WINS: 02
99
WINS: 00
SONYA
LIU KANG

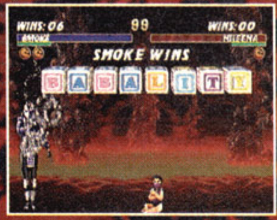
Stage Fatality


WINS: 05
99
WINS: 00
SHEEVA
SONYA

Animality


WINS: 04
99
WINS: 00
SEKTOR
CYRAX
SEKTOR WINS
FRIENDSHIP

Friendship


WINS: 06
99
WINS: 00
SMOKE
MILEENA
SMOKE WINS
BABALITY

Babality

SATURN

PROREVIEW

Wipeout

(By Sega)

By Air Hendrix

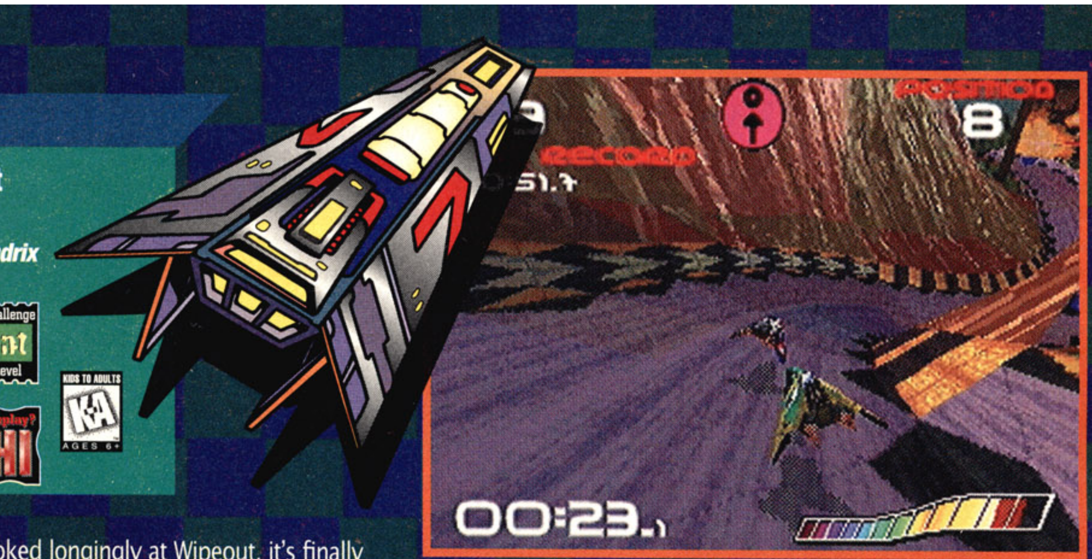
Price not available
CD
Available June

Antigravity racing
1 player
12 tracks
2 views

Challenge Int Level

Replay? HI

KIDS TO ADULTS K-A AGES 6+



PROTIP: Pointing your nose up on hills and down on descents is crucial to tight steering and top speed.

If you own a Saturn but looked longingly at Wipeout, it's finally here. PlayStation pros, however, will prefer their own turf after checking out the slightly inferior graphics, control, and gameplay.

The premise remains the same: Race against seven wickedly cool hovercrafts that flash around snazzy sci-fi landscapes. Along the way, you hit speed-booster pads and collect one-shot weapons (missiles, mines, and so on).

While fairly clean, Wipeout offers no improvements on the PlayStation version, and a few glaring errors crop up. This port doesn't quite maintain PlayStation-quality graphics and sounds, and worst of all, the easier gameplay doesn't live up to the game's reputation for intensity.

But if you have to go with the Saturn version, don't despair – the grass is greener on the other side, but it ain't exactly brown here. Racing fiends will delight in the sheer joy of this slick combo of racing and combat. **G**

WIPEOUT

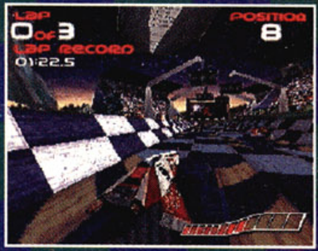
LAP
3 OF 3
LAP RECORD
00:51.7
POSITION
4
01:01.0

PROTIP: Kick in speed bursts on the straightaways to gain the most ground.

PROTIP: Standard advice, but Wipeout's challenging courses make memorizing their layout a key component of victory.

LAP
2 OF 3
LAP RECORD
POSITION
7
00:00.6

PROTIP: When dropping mines, slide sideways and spread 'em across the track to increase your chances of tagging an enemy.



PROTIP: Never rev your engine to the max at the start. For top acceleration, hold steady at about two-thirds power until the flag drops.

LAP
1 OF 3
LAP RECORD
01:16.8
POSITION
8
01:19.6

PROTIP: The tail brakes really swing your craft sideways, so allow space on the track to avoid collisions. With practice, you can take tight turns at high speeds by punching the gas after your craft swivels.

LAP
2 OF 3
LAP RECORD
00:54.1
POSITION
7
00:30.3

PROTIP: Locked-on missiles always connect, so try to nail opponents with them in tight moments, such as jumps or rough turns.

Fun Factor

4.0

Far easier than the original, this version lacks Wipeout's trademark white-knuckle thrills. The gameplay's solid enough that Saturn owners will still find seriously fun action, though.

Control

3.5

The loose feel to the steering makes Wipeout easier to pick up and play, but it interferes with tight maneuvering. Braking and shooting, however, respond smoothly.

Graphics

3.5

Compared to the PlayStation version, the graphics are grainy and lack detail, as the cartoony missile trails reveal. Still, its sleek, futuristic look isn't hard on the eyes.

Sound

3.0

All the thumpin' tunes of the PlayStation version report for duty. The somewhat-flat effects, however, fizzle without the fierce edge that kicked it in the original.

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Mystery Word Grid

					MYSTERY WORD
	H				___
		E			___
P	I	N	C	H	W
	R				___
S					___

WORD LIST and LETTER CODE chart

PINCH .....W
BREAK ......Z
STOMP .....T
CRUSH.......I
PRESS.......K
PUNCH .....S
STAND......R
SCORE .....H
BLAST ......A
SPRAY C
PRESS.......E
SLANT L
WRECK .....D
TURBO......V
DREAM....O
CHASE......P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

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Guardian Heroes

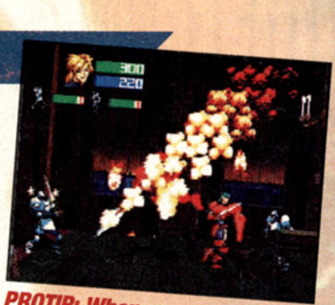
(By Sega)

By Scary Larry

$59
Available now
Action

6 players
(with
adapter)

Replay? HI
Challenge int Level
TEEN T AGES 13+



PROTIP: When you use the Han Maximum (tap ↓, ↓, then Attack) for Samuel Han, tap ↓ and Attack on your descent to fire down on your opponents.

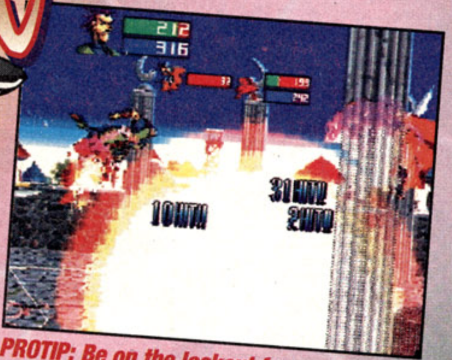
GUARDIAN HEROES

For Saturn owners who are fans of the Streets of Rage series, Sega has an immediate answer: Guardian Heroes. This fantasy beat-em-up with some RPG elements is just as fun as Streets of Rage, packing lots of punches, special moves, and powerful spells.

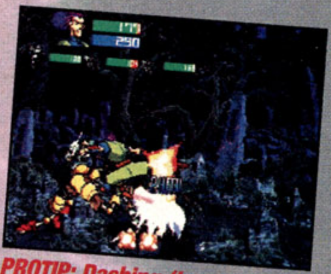
What Guardian has that Streets didn't are multihit combos, linking moves, and six-player action. However, six-player gameplay is not recommended unless you want to see the action slow to a crawl.

There are also colorful bosses, an intriguing (if somewhat long-winded) story line, and multiple paths that lead to several endings. Each player has super moves, so you'll want to play with each one, giving the game a high replay value.

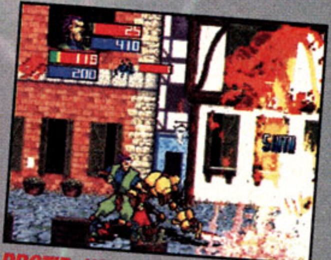
It may not be a looker, but GH actually grows on you after a while. As much fun as any brawler, Guardian brings back the memories of the golden days of gaming. Unfortunately, it brings back the same old graphics and sound as well. G



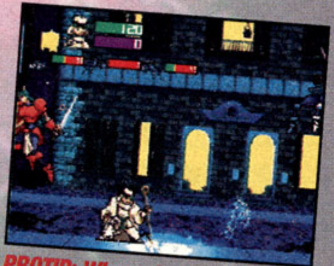
PROTIP: Be on the lookout for mechanical foes. Once vanquished, they explode, nailing you with a 15- to 20-hit explosion.



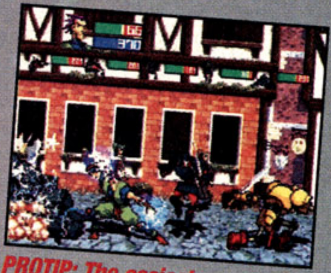
PROTIP: Dashing (tap →, →) before attacking will always deliver a more powerful blow.



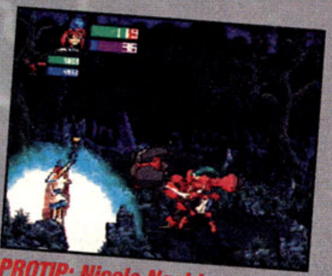
PROTIP: When all else fails, use the Berserk command for your undead warrior.



PROTIP: When playing as Randy, be aware. He pauses for a few dangerous seconds when he runs out of magic points.



PROTIP: The easiest way to the Sky Spirits is to take the path to the nearby small village, approach the castle from the town, and respond to the magician's query, "Was force the only option?" Then, go through the Dark Labyrinth, search Kanon's Lair, fight through Castle Town, and you're there.



PROTIP: Nicole Neal is useless. Her magic spells are mostly healing and barrier, so use her only when traveling in a party of four or more players.

Graphics

2.5

Unfortunately, these poor, simpering graphics have no place on a next-gen machine. Colorful doesn't always mean clean, and there are plenty of jagged edges, pixelated fighters, and breakup.

Sound

3.5

Not bad, but not spectacular. You get a fairly funky score, some minor grunts, and some standard punches and smacks. Nothing stands out, and the game's lengthy dialogue should have been spoken, not written.

Control

4.0

Once you learn the special moves, the controls are second nature. It doesn't take much to slash your way through a village, and even the spells are a one-button deal.

Fun Factor

4.5

Want the best action RPG to date? This is what Golden Axe for the Saturn should have been. You'll play this one from Hero to eternity.

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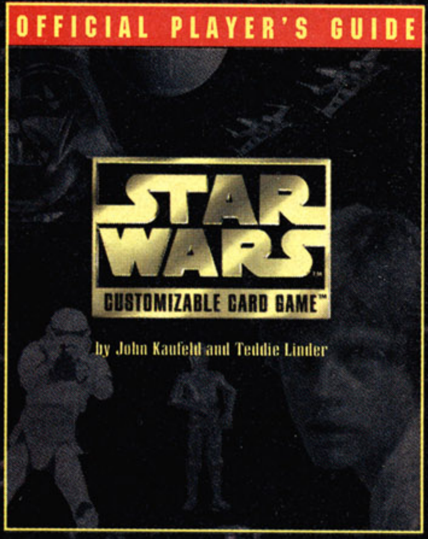

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GP0696

Primal Rage

(By Time Warner Interactive)

By Scary Larry

$59.95
Available now
Fighting
2 players

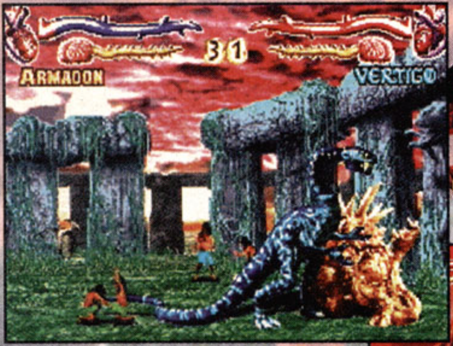
Challenge adj Level

TEEN T AGES 13+

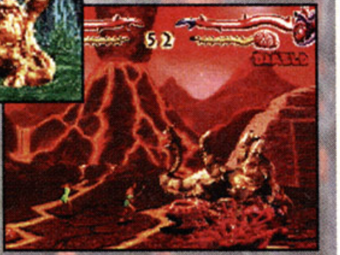
Replay? MED

Fighting dinosaurs? The concept's almost as old as the dinos themselves. If Primal Rage had been available at Saturn's launch, this game might have had a chance to be popular. But it's outdated and in no way stands up to other next-gen fighters like Tekken 2 or Virtua Fighter 2.

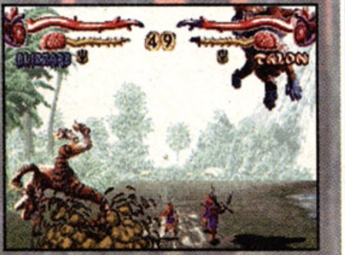
Everything else remains the same as it was on the earlier versions. Good graphics and good sound do not a hit make these days. This game is practically prehistoric. **G**



PROTIP: Stay out of the corners. Good Rage players have corner combos that will take advantage of your temerity.



PROTIP: To do a killer attack move as Armaddon, hold X and Y and motion ← ↖ ↑ ↗ →.



PROTIP: Don't forget about Sauron and Blizzard's Air Throws. They are effective in tight battles.

Graphics

4.0

The graphics are clean, better than the PSX version, and the intro scenes are wonderfully rendered. But some slowdown exists, and the game's missing frames of animation.

Control

4.0

Although the game uses four buttons, the controls feel stiff. Special moves are easy enough, but little depth means there's little to memorize.

Sound

4.5

Great sound effects recreate the arcade version's. Lots of dino roars and flesh shredding, but nothing outstanding. A rippin' new soundtrack could have spiced this one up.

Fun Factor

2.5

Blah. The game doesn't excite you enough with new characters or different gameplay. Rent it out of curiosity.

Creature Shock

(By Data East)

By Scary Larry

$59.95
Available now
Shooter
1 player

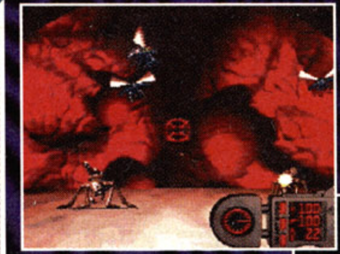
Challenge adj Level

TEEN T AGES 13+

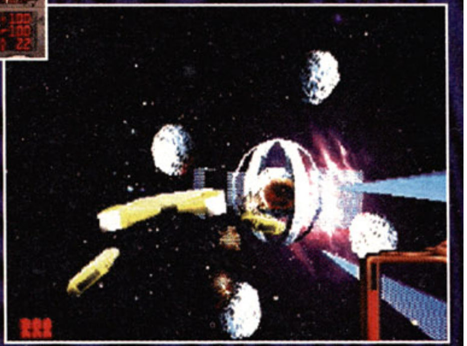
Replay? HI

Do you like a solid, multifaceted corridor shooter that has some flying levels and interesting creatures? Did you like Cyberia? Then you'll like Creature Shock…kind of. A poor man's Cyberia, Creature Shock lacks in gameplay but it makes it up in creativity.

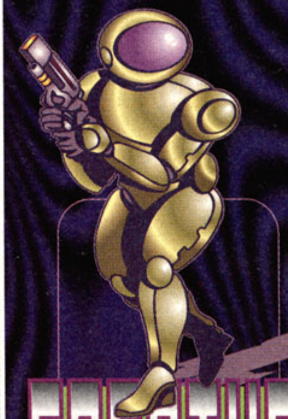
Unfortunately, there's no real Shock in this CD. You'll play for a weekend, and be glad to be done with it. Creature Shock may keep you mildly interested, but if you haven't yet bested Alien Trilogy, then hit that before you bury this. **G**

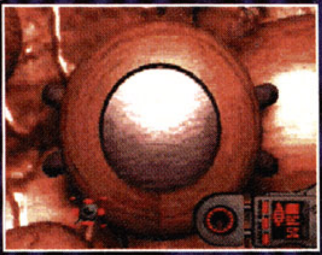


PROTIP: Red targets on enemies are weak spots.



PROTIP: In the first level, save your smart bombs for the boss. But be careful when you launch them. Only a direct hit matters.





PROTIP: Check the walls for hidden safes. Look for any irregularities in the walls.

Graphics

3.0

Although imaginative, Creature Shock is still disappointing, with grainy graphics and frustrating load times. The cinematic cut scenes are inventive, but not clean.

Sound

3.5

Nothing stands out among the sounds. Some eerie sound effects in the corridor are offset by long interludes of…nothing.

Control

3.0

The cursor in the ship levels gets lost in front of the ship most of the time. You may also find the cursor unwieldy in the corridor sections.

Fun Factor

3.0

Not as puzzle-intense as Cyberia, but not as fun, either. Creature Shock needs more variety or some platform action to distill the boredom.

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796

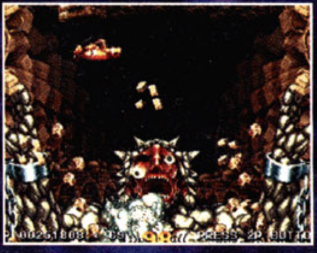
In The Hunt

By Scary Larry

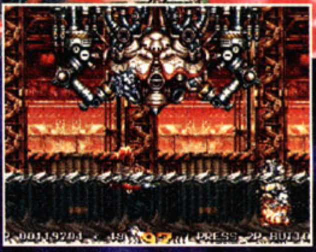
There have been some addictive shooters this year, with Panzer II and Darius Gaiden leading the ranks. In the Hunt isn't quite in their league. This game harkens back to the golden age of side-scrolling shooters, with fancy explosions, nearly impossible-to-beat bosses, and, unfortunately, plenty of slowdown.

In comparison to the PlayStation version, this one is slower, doesn't have minor graphical touches (like the sub turning sideways when it dives), and on the normal setting is a breeze to beat. The music and sound effects are solid, but boring.

Still, for Saturn owners who've drooled over the PlayStation version, it's a great shooter. Screen-filling bosses and impressive explosions make this a great rental. It's a good buy if you're feeling nostalgic.



PROTIP: At the end of this stage, shoot upwards to dislodge blocks that will eventually destroy the boss below you.



PROTIP: Shoot the guns from the body of this boss before the repair units come back to replace them. Then tackle the boss as it lands in water.

In the Hunt by T•HQ

Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	3.0	3.0	INT Intermediate

$49.95
Available now
Shooting
2 players

6 stages
Side view
Replay value: High
ESRB rating: Kids to Adults

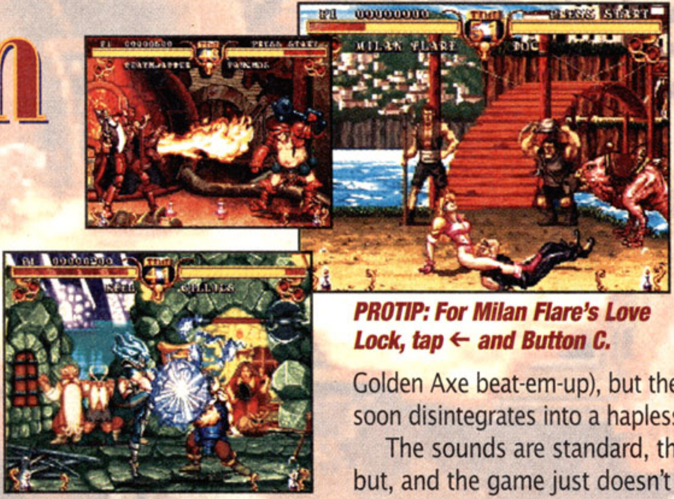
Golden Axe: The Duel

By Scary Larry

This is one little piggy that shouldn't have gone to market. Golden Axe is a lame fighting game at its best, and at its worst, it's the reason Sega needs to keep its axe to the grindstone.

Semi-cool graphics fall apart once the game starts. Tepid moves highlight each character (culled from the original Golden Axe beat-em-up), but there are no combos, and the game soon disintegrates into a hapless slapfight.

The sounds are standard, the special moves are anything but, and the game just doesn't hold water, even for novice fighters. Getting the moves to work is a matter of circumstance. Rent if you must, but don't expect to strike any gold with this Axe wipe.



PROTIP: For Milan Flare's Love Lock, tap ← and Button C.

PROTIP: To do Keel's Ice Cap, motion → ↓ ↘, and press any punch button.

Golden Axe: The Duel by Sega

Graphics	Sound	Control	Fun Factor	Challenge
4.0	3.0	3.0	3.0	INT Intermediate

$39.99
Available July
Fighting
2 players

Side view
Replay value: High
ESRB rating: Kids to Adults

ALONE IN THE DARK

One-Eyed Jack's Revenge

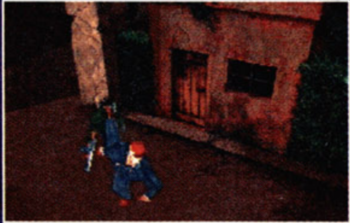
By Scary Larry

Although the Alone in the Dark series (which gained popularity in PC circles) is probably what inspired the Resident Evil designers, this Alone sequel is not as fun or as well mechanized as RE, nor is it as scary. As a matter of fact, Resident Evil blows away this polygon punk.

The graphics illustrating this story of zombies, gangsters, and a kidnapped child are amazingly flat and lifeless. None of the realism or ingenuity that brings characters to life with polygons is apparent.

The sounds are unreal, but not in an otherwordly way. The effects used to illustrate head butts, for example, sound like someone coughing loudly.

The quirky controls don't help the less-than-appealing gameplay or the boring story line. This One-Eyed Jack will stand Alone...unrented on the shelf.



PROTIP: Take out the first zombie lying on the ground: Wait until he gets up, head-butt him, then take the tommy gun, clip, and flask. Go to the house. You can't get into the shack just yet.

Alone in the Dark: One-Eyed Jack's Revenge by T•HQ

Graphics	Sound	Control	Fun Factor	Challenge
2.5	2.5	2.5	3.0	INT Intermediate

$54.95
Available July
Action/adventure
1 player

Multiple views
Replay value: High
ESRB rating: Teen

PROTIP: Pick up everything you find. Only a few items are not needed in the game – everything else is vital.

Nintendo

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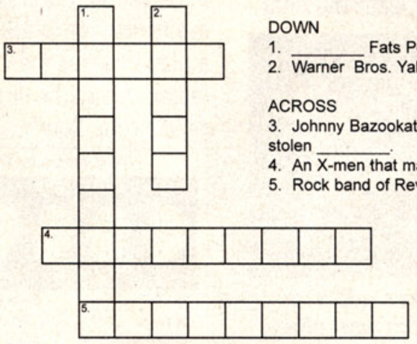
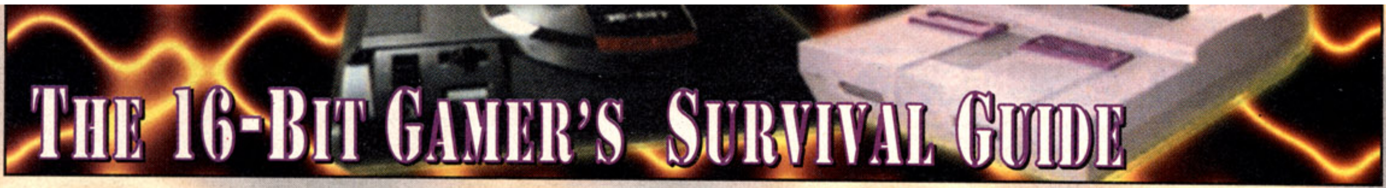


DOWN
1. ________ Fats Pool Legend.
2. Warner Bros. Yako and ________.

ACROSS
3. Johnny Bazookatone must retrieve his stolen ________.
4. An X-men that makes a good point.
5. Rock band of Revolution X.

Contest Rules: No purchase necessary to enter. Complete the crossword puzzle, cut it out and then mail, along with your name address and phone number to : July Mail Order Contest, Funco, Inc., 10120 West 76th Street, Mpls, MN 55344. All correct entries will be entered in a drawing. Entries must be postmarked no later than July 30, 1996.



THE 16-BIT GAMER'S SURVIVAL GUIDE

The 16-bit systems are down but not out! This survival guide keeps you gaming on your SNES or Genesis.

By The Feature Creature

Turn to the "Sports Pages" for additional 16-bit games.

Ya Gotta Have These!

Here in the middle of summer, we're talkin' baseball. We got our resident sports experts, Greasy Gus and Air Hendrix, to name their ten favorite 16-bit sports titles of all time. Their alphabetical list:

- FIFA '96 (Genesis)
- Greatest Heavyweights (Genesis)
- HardBall '95 (Genesis)
- Head-On Soccer (SNES)
- Ken Griffey Jr.'s Winning Run (SNES)
- Madden NFL '96 (SNES)
- NBA Jam T.E. (SNES)
- NHL '96 (Genesis)
- PGA Tour Golf III (Genesis)
- World Series Baseball '95 (Genesis)

Now we want to know which games you'd put in the Hall of Fame! Consider the sports games at left or any others you like, write down your one top choice of the best 16-bit sports game ever, and get it to the following address by July 5:

Hall of Fame: Sports
GamePro Magazine
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail us: **the_mail.gamepro@iftw.com.** We'll publish the readers' list in an upcoming issue. Please, no fighting games, RPGs, puzzlers, or anything besides sports titles – we'll ask for votes on other genres soon!

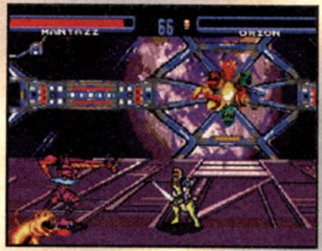
16-Bit ProReviews

TIME killers

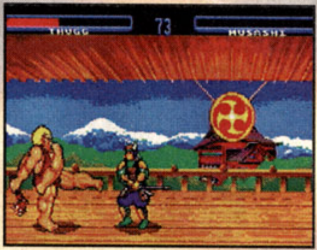
By Coach Kyle **Genesis**

After a long time out, Time Killers finally hits a home system. Unfortunately, this time waster wasn't worth the wait.

This is the identical game T•HQ almost released in 1994. The gore that made TK an arcade hit is intact, which means the limbs and heads fly. But the fighting is still routine. You battle with eight arcade warriors on otherworldly terrains, with Death the final opponent. Fighters get lots of dirty moves (Orion's Soprano Slice for instance), but the controls aren't sharp. Backgrounds look almost 8 bit, movement is choppy, and voices are muffled. The results? Gore galore, graphics poor, an early-90s game trying to survive in 1996. Worth a play only for the curiosity factor, this game should be called Time Bomb.



PROTIP: Mantazz's extend-o-neck is one of the most effective Head Butts in the game.



PROTIP: Though you'll be tempted to rely on the vicious hack-n-slash arm moves, learn to use the various kicks.

Time Killers by T•HQ

Graphics	Sound	Control	Fun Factor	Challenge
2.0	2.0	2.0	2.5	ADJ ADJUSTABLE

$69.95
16 megs
Available now
Fighting
2 players
Side view
Replay value: Low
ESRB rating: Mature

Bass Masters Classic Pro Edition

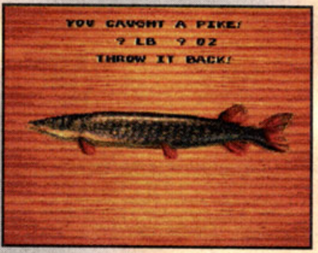
By Bro' Buzz **Super NES**

Though Bass Masters Classic Pro Edition won't win new fans to the sport, hard-core video fisherpersons will be hooked.

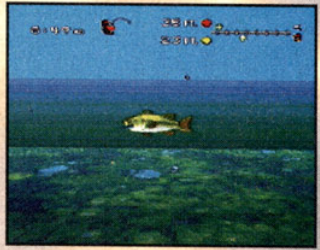
Gameplay is simple: You launch lures in a tournament to amass fish flesh against a rapidly running clock. The fishing's fun, and the wily bass are biting faster and more furiously than ever.

The visuals have fishy flair. Fisherfolk will dig the cool underwater gameplay view, which is reminiscent of lure commercials on cable TV. The fish graphics and animations are sharp, too. Nice bass.

There are a mess of bass fishing carts out there, but Bass Masters Classic Pro Edition is easily a keeper.



PROTIP: Hooking any fish that's not a bass wastes valuable time. Recast if another fish is near your lure.



PROTIP: Upgrade lures according to season and water conditions. Buy the best reels and the strongest line, too.

Bass Masters Classic Pro Edition By T•HQ

Graphics	Sound	Control	Fun Factor	Challenge
3.5	2.0	3.5	4.0	INT INTERMEDIATE

$69.95
16 megs
Available June
Fishing
1 player
Replay value: Medium
ESRB rating: Kids to Adults

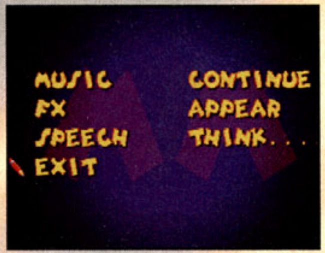
ASK THE PROS

Can you please tell me the level-select code for Mickey Mania?

Justin Medrek
Hammondsport, NY

Mickey Mania is one of the best of the 16-bit Mickey Mouse games (and it's the only one with a level-select trick; see below). Other Mickey games worth playing: Castle of Illusion (Genesis), Great Circus Mystery (Genesis), Land of Illusion (Genesis), and Magical Quest (SNES).

Here's the level-select code for Mickey Mania for the SNES. At the Options screen, choose Sound Test. Set Music to Beanstalk 1 and SFX to Extra Try. Put your cursor on Exit and hold L for about ten seconds until a sound effect signals that the trick has worked. Start the game, and you arrive at a level-select screen just before gameplay begins.



The level-select trick for the Genesis version is similar. At the Options screen, choose Sound Test. Then set Music to Continue, FX to Appear, and Speech to Think.... Put your cursor on Exit and hold Left for about five seconds until you hear a sound effect. When you start a normal game, the level-select screen is the last menu screen.

I have the first X-Men game for the Genesis, and though I've beaten the game many times, I've never been able to reset the computer at the end of Mojo's Crunch. How do you do it?

Todd Waterhouse
Norfolk, VA

When it tells you to reset your computer, reset your Genesis. That's the computer the game is referring to. By the way, here's Dr. Zombie's list of great X-Men games for the SNES or Genesis, in order:

1. *X-Men (Genesis)*
2. *Wolverine: Adamantium Rage (Genesis)*
3. *Spider-Man/X-Men: Arcade's Revenge (SNES)*
4. *X-Men: Mutant Apocalypse (SNES)*
5. *X-Men 2: Clone Wars (Genesis)*

I was wondering why there is a door on the bottom of the SNES with a chip in it. Is there something like the Sega CD that can attach to the SNES?

J.T. Warner
Topeka, KS

Lots of readers have written to us over the years asking about the famous EXT port underneath the SNES. Nintendo never did make whatever it was that would have plugged in through that door. For a while everyone expected a SNES CD add-on to appear, or perhaps some kind of hookup with Project Reality (oops, the Ultra 64...uh, the Nintendo 64). As it turns out, Nintendo had considered creating a way for you to link your SNES to the Internet. That's right: SNES online! Unfortunately, those plans never came to fruition (although they may via the N64).

I'm having trouble with Toy Story. Do you know any level skips for it?

A.J. Hamernick
Sunnyvale, CA

Sega considers Toy Story one of its ten best Genesis games ever (Sonic 2 heads their list, followed closely by MK 2 and Sonic & Knuckles; Toy Story clocks in around number seven). Our editors didn't think it was that good, though the graphics rated a 5.0.

Here's the level-skip trick for the Genesis. At the title screen, hit Button A, B, Right, A, C, A, Down, A, B, Right, and A (which spells out ABRA CADABRA). If you enter the code correctly, you hear a laugh. During gameplay, hit Start to pause, then press Button A to jump to the next level.

In the SNES version, go to the right in the first level until you reach the bouncing ball. Jump from the ball to the bottom drawer of the dresser. Press and hold Down until the star in the top left corner starts to spin – you are now invincible. Once you've entered the invincibility code, pause the game and hit Select to skip to the next level. G

YOUR TWO CENTS ABOUT 16-BIT

I didn't take you guys seriously when you said that Justice League Task Force for the Genesis was weak. I bought it anyway. The game looks cool, but the control is awful. The moves are either too hard or don't work at all. I've learned my lesson: *GamePro* reviewers are law!

LaRue James Binder
Los Angeles, CA

We gave that game a 3.0 Fun-Factor, and you dared to doubt us? Foolish mortal.

GAME WATCH

This month's good news comes from EA Sports: Madden NFL '97 will be out for the SNES and Genesis during the '96 fall football season! In fact, according to Dave Dempsey, public relations manager for EA Sports, EA "will have nearly all our major franchise games, including Triple Play, Madden, NHL, NBA, FIFA, and College Football USA, updated and available this year." No more PGA games for the Genesis, though.

Meanwhile, here are this month's likely releases:

Kirby Super Delux by Nintendo (SNES)

Olympic Summer Games by T•HQ (SNES and Genesis)

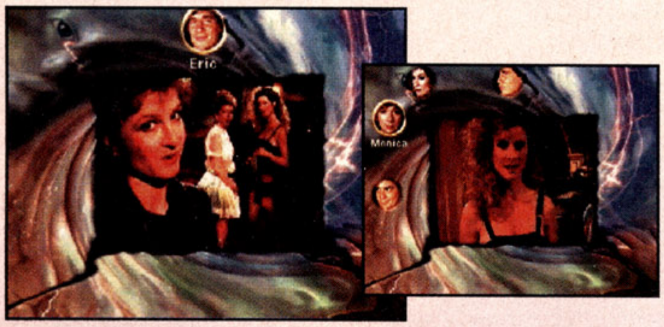
PGA European Tour by T•HQ (SNES and Genesis)

Power Piggs of the Dark Ages By Titus (SNES)

Whizz by Titus (SNES)

Quick Hits

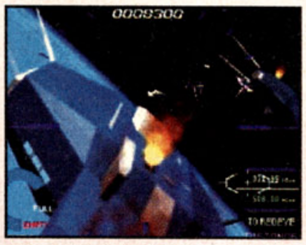
Psychic Detective
PlayStation



This funky detective game, which allows you to get into the minds of all the players, is a pretty good murder mystery. It's definitely for older players, though, with its tale of sex, intrigue, double-crosses, and more. Clean full-motion video (although mostly in a small-screen format), great sound, and more fun than Snowjob. *(By Electronic Arts)*

Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	3.5	4.0	INT Intermediate

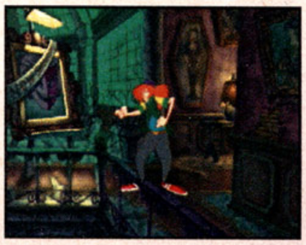
Starblade Alpha
PlayStation



We reviewed a 3DO version of this game over a year ago... and it hasn't changed a bit. The graphics vary between polygons and texture mapping, and the sound, although clear, never changes, though it's great when cranked up. This shooter is no more exciting than Darius Gaiden and a lot less appealing than Panzer II. *(By Namco)*

Graphics	Sound	Control	Fun Factor	Challenge
3.5	4.0	4.0	3.0	INT Intermediate

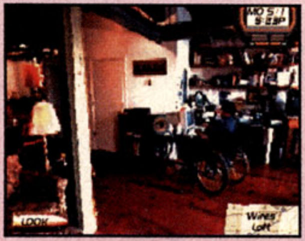
Braindead 13
3DO



Although we received a boxed copy of this game, it has the look and feel of a preview disc. The sound is glitchy and the controls unmanageable. The cartoony graphics are the only highlight. Braindead 13 is nowhere near as good as Dragon's Lair or Space Ace, which it tries to emulate. *(By ReadySoft)*

Graphics	Sound	Control	Fun Factor	Challenge
3.5	1.5	1.0	1.0	INT Intermediate

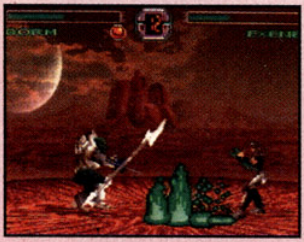
Snowjob
3DO



Jagged graphics and slow gameplay rank Snowjob low on the fun scale. But if diggin' through an Internet mystery is your idea of a good time, give this game a shot. Although it's not as much fun as Psychic Detective, you could still have an enjoyable time playing it - but you have to devote a lot of time to it. *(By Studio 3DO)*

Graphics	Sound	Control	Fun Factor	Challenge
3.0	4.0	3.0	2.0	ADV Advanced

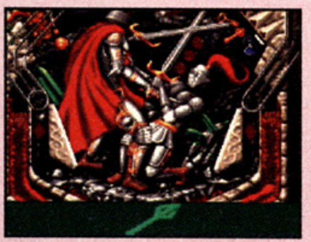
Criticom
Saturn



When this mediocre fighting game debuted on the PlayStation last season, we thought its slow gameplay and weak special moves were lame at best. They just got worse. The Saturn version has even slower gameplay, choppy, simple graphics, and no chance at being any fun. Criticom is the worst fighting game of the year. *(By Vic Tokai)*

Graphics	Sound	Control	Fun Factor	Challenge
2.0	2.0	1.5	2.0	BEG Beginner

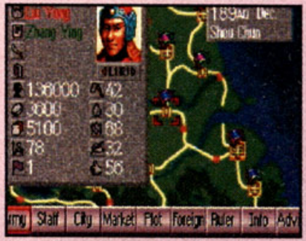
Extreme Pinball
PlayStation



Neither as fast nor as polished as Last Gladiators for the Saturn, Extreme Pinball is strangely reminiscent of Ruiner Pinball for the Jaguar or the old Time Cruise for the TG-16. Not a lot of 32-bit technology went into this standard game, and not a lot of fun comes out of it. *(By Electronic Arts)*

Graphics	Sound	Control	Fun Factor	Challenge
3.0	3.0	3.0	2.5	INT Intermediate

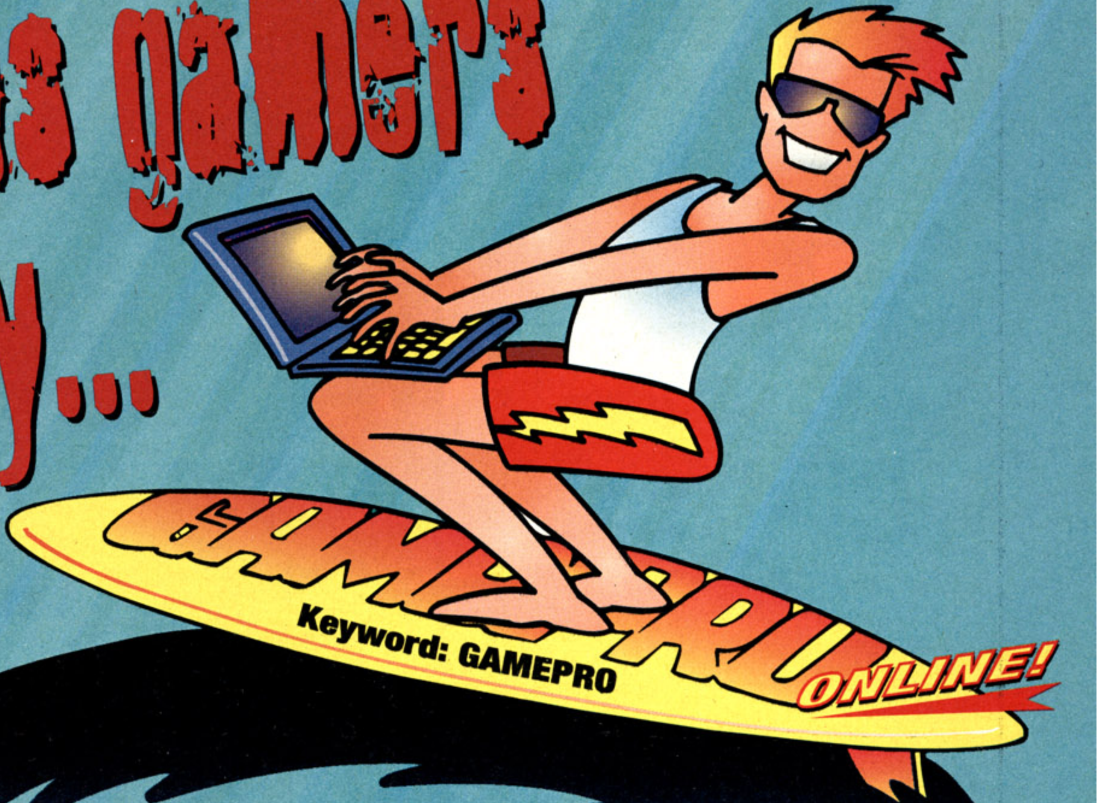
Romance of the Three Kingdoms IV
PlayStation



After Iron Storm, most war sims seem pretty bland. This continuation of the esteemed Romance series is standard, with few next-gen enhancements (some full-motion video), stodgy 16-bit graphics, and plenty of feudal gameplay. You must be patient, methodical, and wise to play RTK 4. It also helps to know your Chinese history. *(By Koei)*

Graphics	Sound	Control	Fun Factor	Challenge
3.0	4.0	3.5	3.0	ADV Advanced

serious gamers only...



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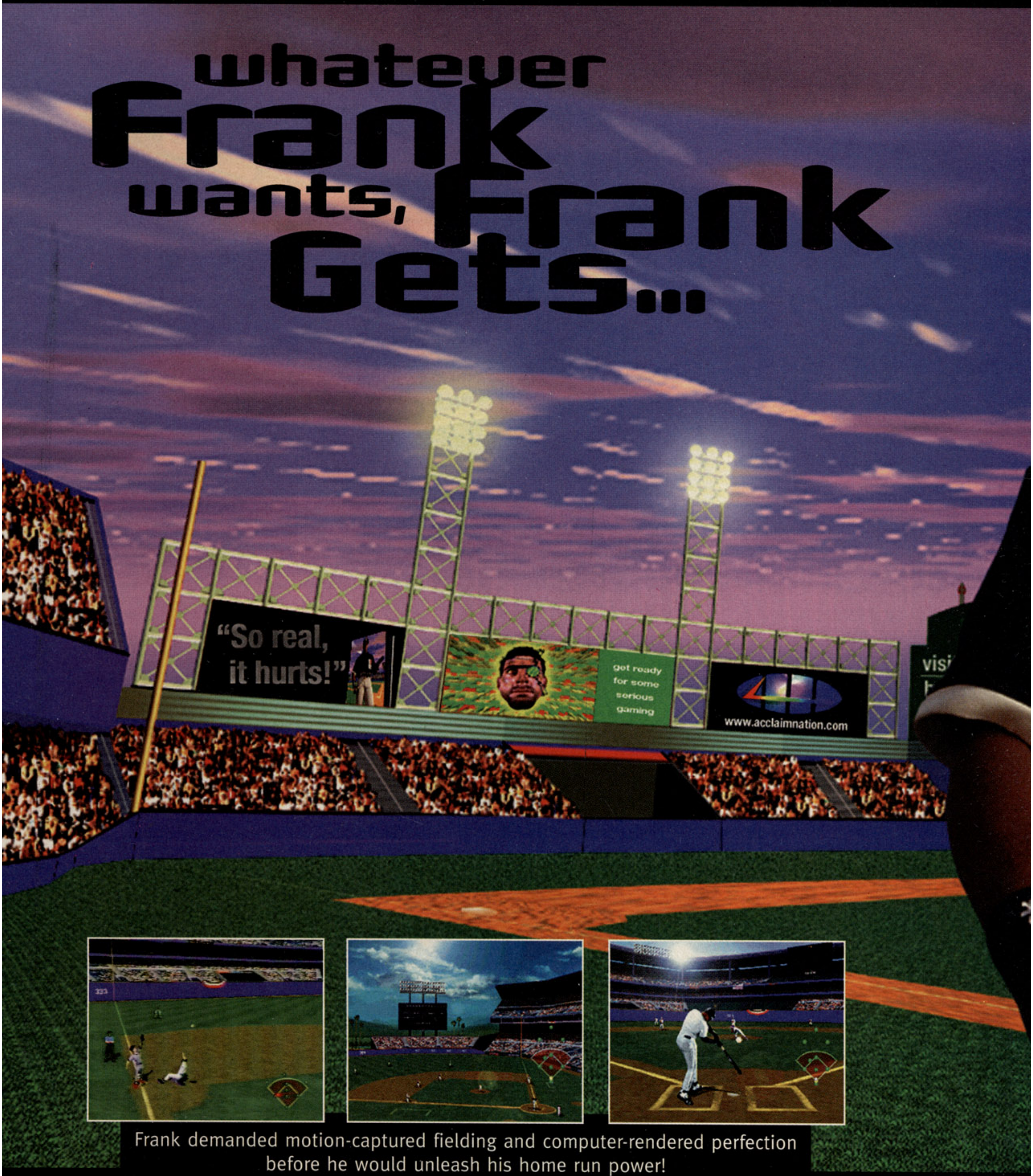
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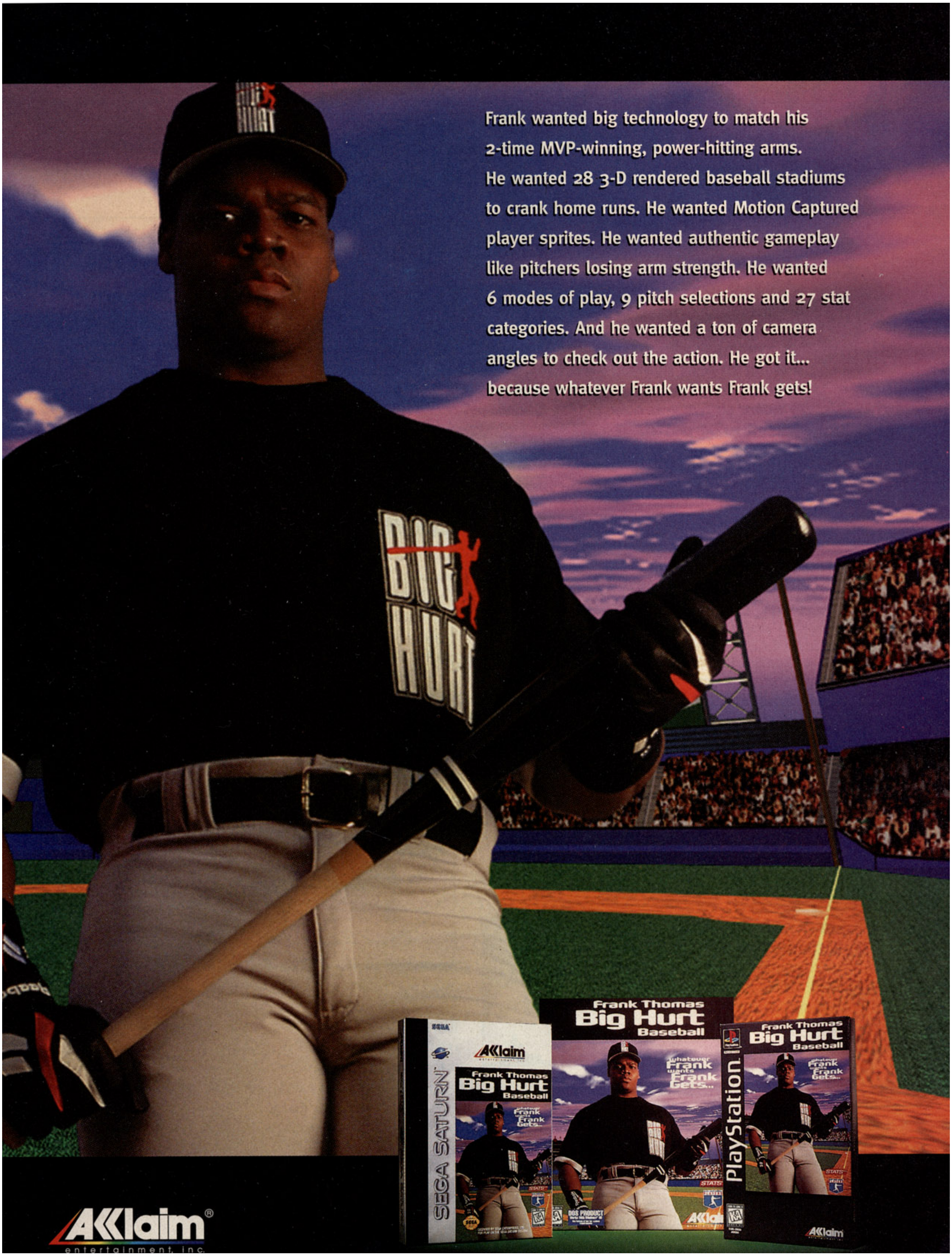

Frank wanted big technology to match his 2-time MVP-winning, power-hitting arms. He wanted 28 3-D rendered baseball stadiums to crank home runs. He wanted Motion Captured player sprites. He wanted authentic gameplay like pitchers losing arm strength. He wanted 6 modes of play, 9 pitch selections and 27 stat categories. And he wanted a ton of camera angles to check out the action. He got it... because whatever Frank wants Frank gets!

BIG HURT
Frank Thomas
Big Hurt
Baseball
whatever Frank wants Frank Gets...
SEGA SATURN
PlayStation
Acclaim entertainment, inc.

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NBA Shoot Out

PlayStation

Anyone can play run-n-gun basketball, but to truly dominate the NBA, you have to understand b-ball strategy and set plays. This strategy guide shows you how to play Shoot Out like it's meant to be played.

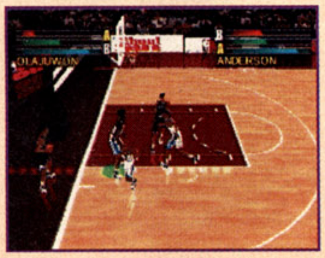
By Johnny Ballgame

Hidden All-Star Game

Start a game, and at the Options screen, set the game on Exhibition and press ×. At the Exhibition screen, press R1, L1, R1, L1, R2, L2, R2, L2 to play the '94-'95 All-Star game in Phoenix, or R1, R1, R2, R2, L1, L2, L1, L2 to play the game in San Antonio. The phrase "All Stars - OFF" appears. Turn on the option to play in the All-Star game. The teams aren't chosen for you, so trade to build your own dream teams to battle it out in the All-Star arena.

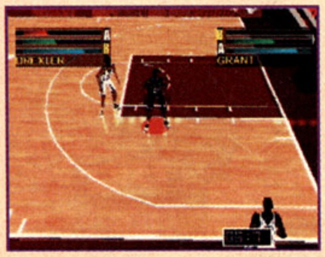
General Strategy

To Press or Not To Press

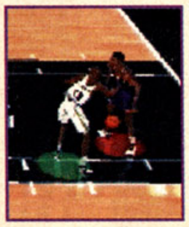


One of the hardest defensive decisions you have to make is deciding when to switch defenses from half-court to full-court press. The full-court press speeds up the game and forces the offense to make mistakes that cause turnovers. It also, however, fatigues your players more quickly and, if your opponent plays it right, leaves openings downcourt caused by mismatches in offensive/defensive prowess.

The best time to switch defenses is right before the half with about two to three minutes left, and toward the end of the game if you're losing. On offense, if you're having trouble inbounding the ball because of the press, don't panic; call time out and move the ball to halfcourt.

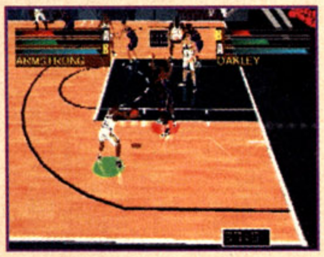


As soon as you make a basket, switch to the man closest to the ball. Then press R2 to switch to the press and anticipate where the ball is going to be thrown. Watch the point guard and play the passing lane (the area between the ball and the man). If played right, you'll deflect the ball; press Turbo to grab it for a dunk.



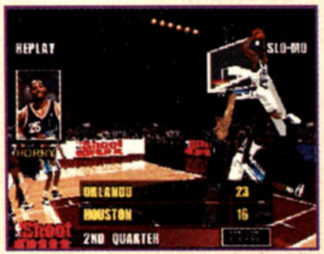
You don't always have time to get in front of the guard, so if the pass gets by you, turn and go for the steal by pressing ○. The most success comes when you play directly behind the player – when he turns around, attack the side the player is dribbling on.

You'll also cause problems for the offense if you cut off the point guard and prevent the ball from moving upcourt. Any time you can get the ball out of the point guard's hands, you have a better chance for a steal.

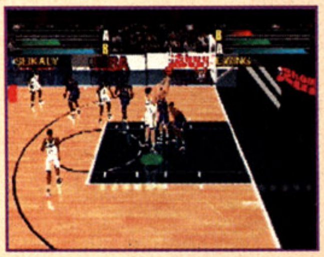


Whether or not you're using the full-court trap, one thing you must do is defend the area between the ball handler and the man he's trying to pass to. The passer will be frustrated and might even try and throw the ball crosscourt, which almost always leads to a turnover.

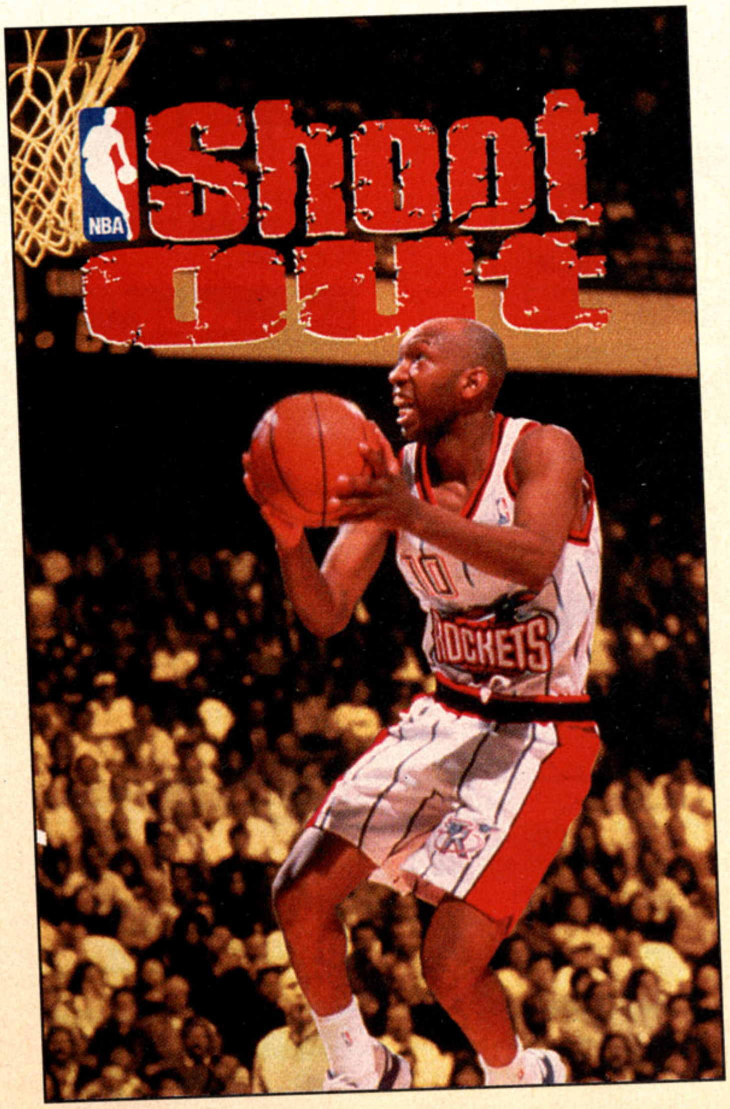
The Jam Scam



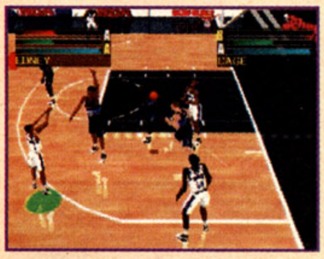
Monster dunks and in-your-face slams might get you energized, but you won't be a true master baller until you learn when to dunk and when to pull up for a jumper. One of the biggest mistakes beginners make is either dunking or shooting three-pointers every time they get the ball without considering medium-range shots. In reality, if you consistently knock down easy jumpers, you'll win most games. The main problem with going for dunks every time is that when the lane is crowded, you're vulnerable to not only getting called for a charge, but also to getting the ball stripped by a defender.



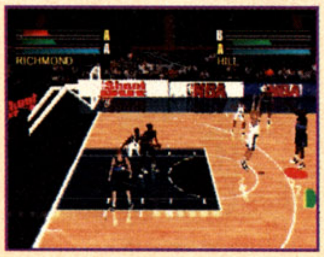
If you see defenders in your way, don't risk not scoring. Instead, fake like you're driving toward the basket and pull up for an easy jumper. As soon as you shoot,



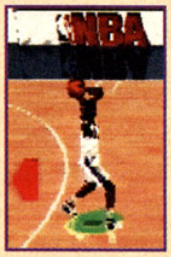
move in to crash the boards, and if you make it, set up defensively to guard the inbound's receiver.



The best way to fool the defense and avoid steals is by using jump passes. Defenders will turn toward the basket to go for the rebounded shot, while you find the open man for an easy two.



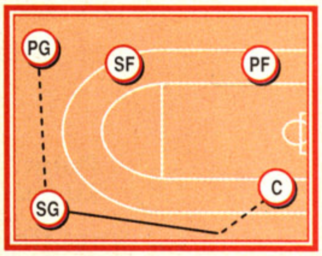
Always try to block your opponent's shot. Even if you don't get a piece, you will at least distract them and throw off their timing.

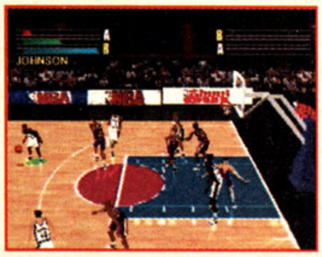


Never pass blindly all the way downcourt; it will almost always be intercepted.

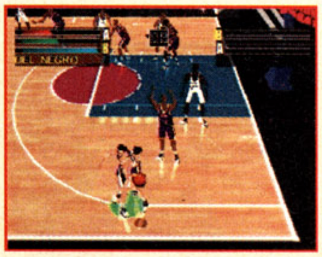
Offensive Plays

Box (Strong)

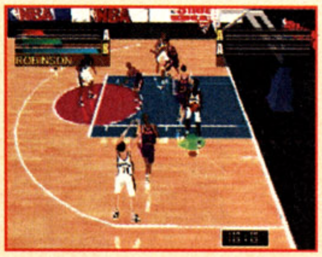




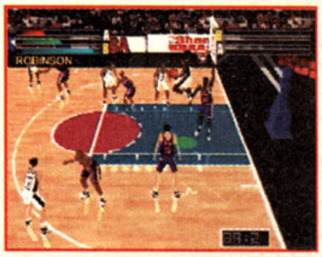
Bring the ball upcourt with your point guard and draw the defense to the far end of the court.



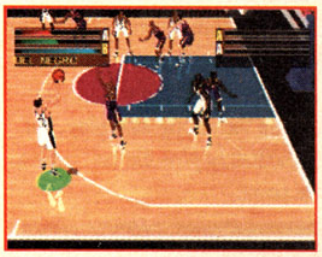
Swing the ball to the near end by passing to your shooting guard, who's positioned behind the three-point line.



Wait for your center to post up, then jump like you're shooting a three to fake out the defense. Pass the ball down low instead.



Most of the time, this tactic turns defenders around and you have an easy jumper or an open lane for a dunk.



If the defense isn't fooled or double-teams the post, use a jump pass to kick the ball back out to your shooting guard, who can now take an open three-pointer or start the sequence over by passing the ball back inside.

Legend

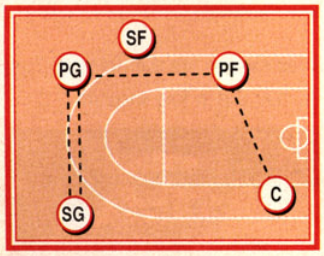
		PF	Power Forward
PG	Point Guard	SF	Small Forward
SG	Shooting Guard	C	Center

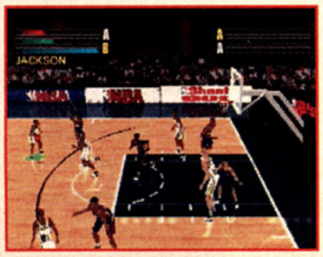
NBA Shootout

Legend

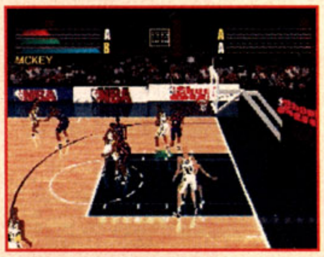
PG	Point Guard
SG	Shooting Guard
PF	Power Forward
SF	Small Forward
C	Center

Box (Weak)

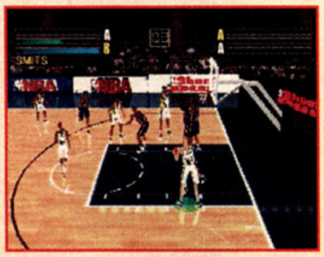




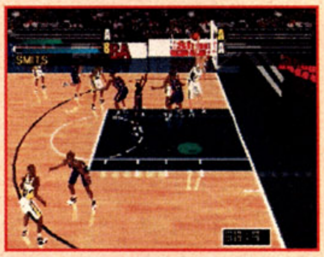
Have the point guard take the ball to the weak side and pass to the shooting guard like you are setting up the strong-side play, but immediately pass the ball back to the point.



Feed the ball down low to the power forward, who's posted up.

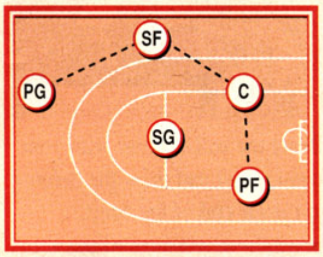


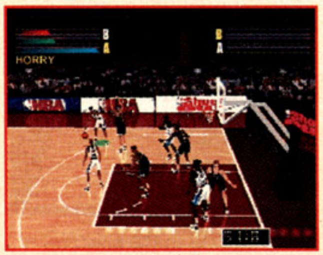
If he draws the double team from the center, pass the ball along the baseline to your open big man underneath the basket.



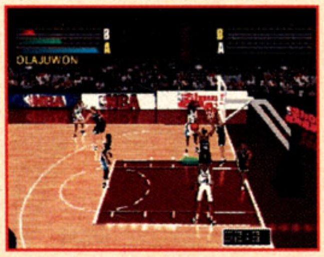
Two the easy way.

Inside Triangle (Strong)

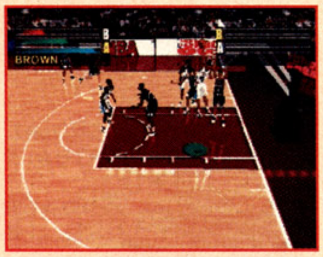




Pass the ball to the small forward on the far side of the court, then pass the ball into the post.

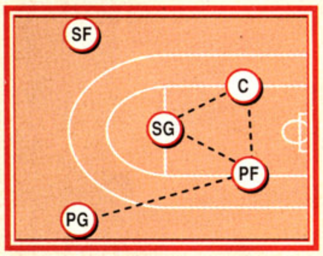


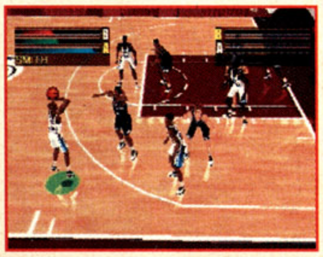
When the double-team comes, jump-pass the ball across the lane to the power forward.



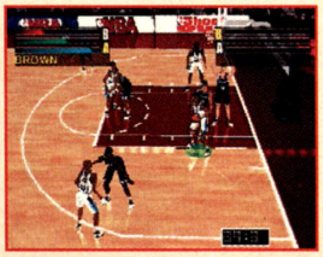
This will lead to an open shot or a clear lane to the basket for a dunk.

Inside Triangle (Weak)

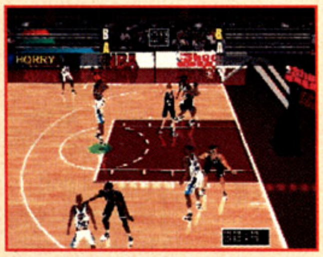




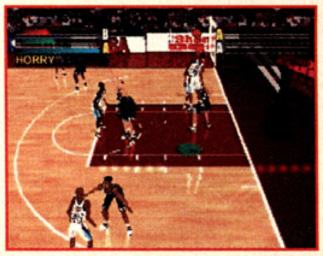
Use your point guard to bring the ball up the near side of the court and jump-pass the ball to the post.



Your first option is to look across the lane to the center when the double-team comes.

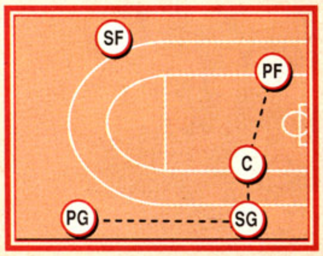


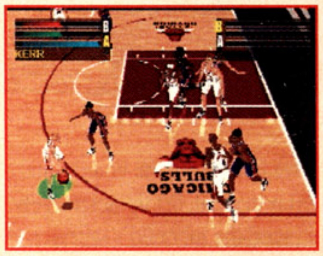
But if the double-team comes from the top, your shooting guard will be open at the free-throw line for a jumper.



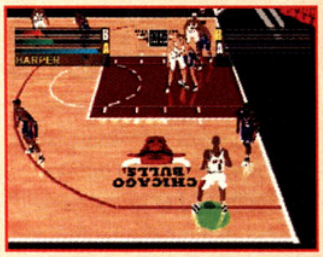
When you're in the air for your jump shot, if the defense jumps out at you from the post, pass the ball back down low for a monster slam.

Outside Triangle

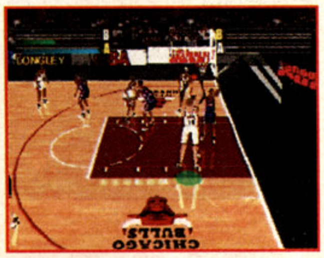




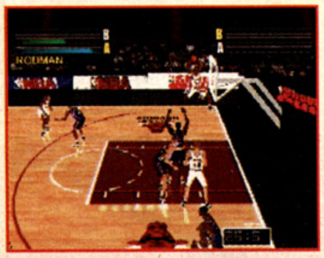
Have your point guard bring the ball up on the near side and wait for your shooting guard to get in position to form a triangle with your center in the post.



Pass the ball to the shooting guard and look for your center to get deeper position in the post.

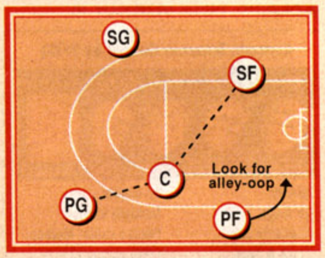

LONGLEY
CHICAGO BULLS

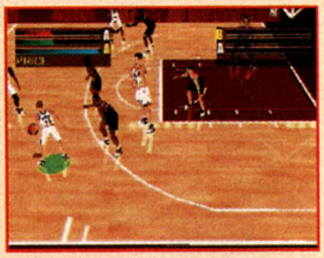
Pass the ball in to the center; his first option is then to pass the ball across the lane to your forward. If he isn't open, pass back to the shooting guard to start the sequence over.



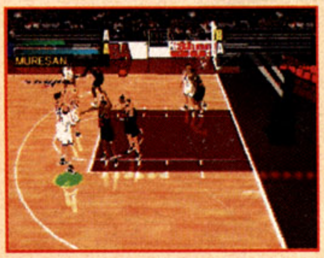
When the center finally draws the double-team and the forward is open, jump-pass him the ball for two points.

Hi-Lo Post

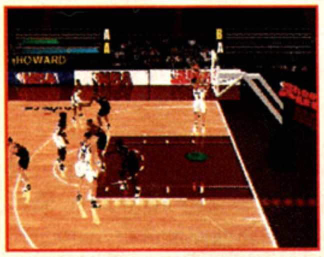

SG
SF
C
PG
PF
Look for alley-oop



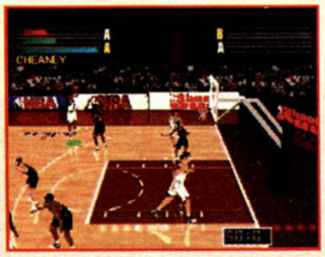
Bring the ball up the near end of the court and wait for the center to post high by the top of the key.



Pass the ball to the center and look for the power forward to cut to the basket and call for an alley-oop. If he doesn't make the cut, use a jump pass to get the ball to the small forward on the other side of the rim.

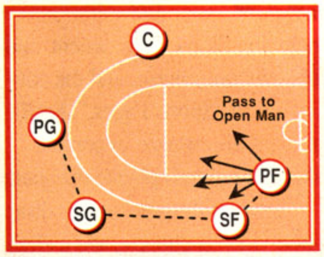


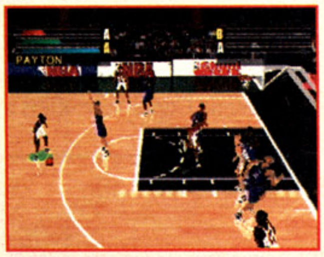
Drive to the hoop for two.



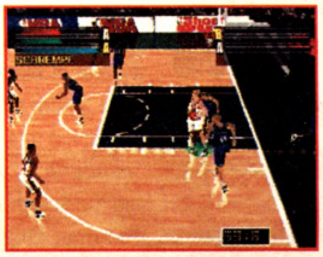
If the lane is blocked, try to pass the ball back out to the shooting guard positioned behind the three-point line for an open shot.

Three-Point Play (Strong)

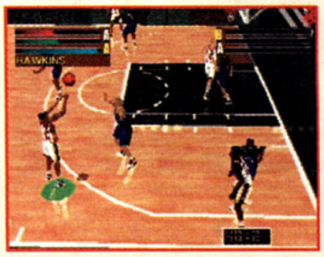

C
PG
Pass to Open Man
PF
SG
SF



Bring the ball up the middle of the court and stop behind the three-point line. Pass the ball along the perimeter to get the defense moving.

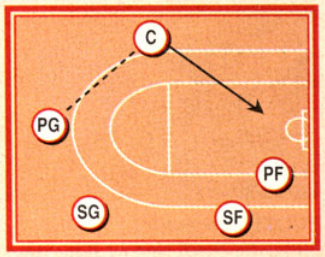


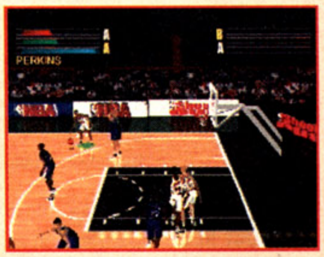
Feed the ball into the post to draw a double team.



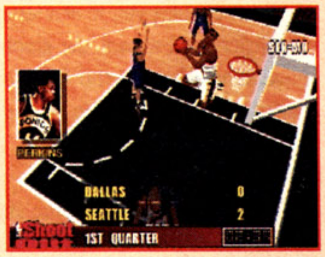
Kick the ball back out to the player whose defender left to double the post. You have an open look at the basket, so fire away for three.

Three-Point Play (Weak)





Use the three-point play to spread the defense and pass the ball to the weak-side player for an isolation play.


PERKINS
DALLAS 0
SEATTLE 2
1ST QUARTER

Take your man one-on-one to the basket for a little showtime. ■

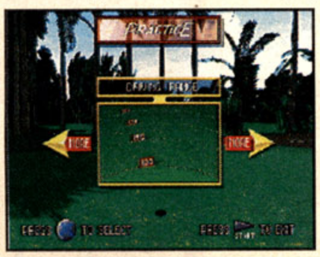
World Cup Golf

By Sir Garnabus

PlayStation

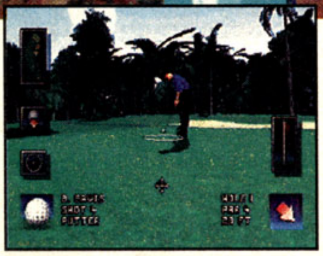
World Cup tees off on the PlayStation with 64 golf legends at Dorado Beach. Sadly, few improvements were made to the feeble Saturn version.

World Cup offers seven modes, including Skins, Tournament, and Foursome Medal. Unfortunately, it offers only one course, and the controls are no better than the Saturn version's (see "Sports Pages," April). Confusing menus, inaccurate projections, and the absence of contour grids on the greens plague this game.

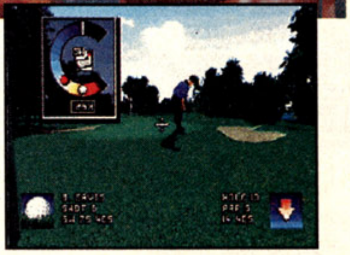


Some of the graphics are disappointing: Fly-bys lose the ball, the full-motion video is choppy, and a slight bluish tint invades the scenery. The impressive backgrounds and sounds, however, feature realistic surroundings, clear voiceover introductions, and CD-quality background music.

You're better off putting on the greens of PGA '96, but for the avid golf fan, World Cup at least offers a different look at the game.



PROTIP: Use the "circle around the dot" feature to scope out the landscape's slopes before putting.



PROTIP: Play on Amateur difficulty until you get the hang of club selection and swing power.

World Cup Golf by U.S. Gold

Graphics	Sound	Control	Fun Factor	Challenge
3.5	3.5	3.0	3.5	ADJ Adjustable

Price not available
Available now
Golf
10 players
18 holes
Multiple views
Replay value: Medium
ESRB rating: Kids to Adults

Olympic Summer Games

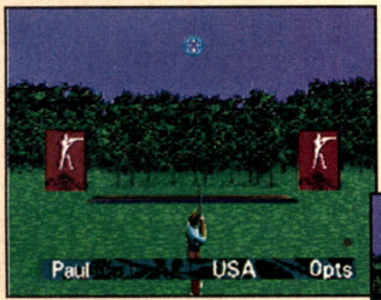
By Bruised Lee

Genesis

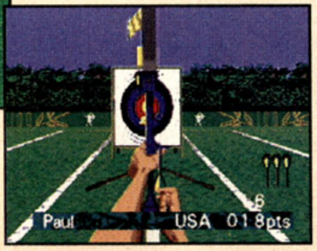
Track-and-field events, including archery, the triple jump, and discus, make their way to your Genesis. Unfortunately, the realism and excitement of the Olympic games weren't included.

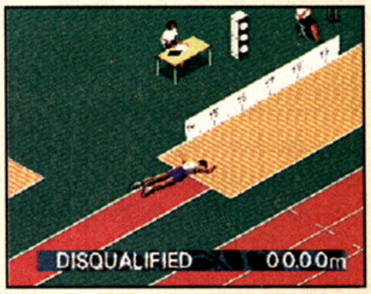
Olympic's graphics fall far short of winning any medals. The simplistic look of the ten events, along with the bland colors, make you feel like you're watching the agony of defeat. Wretched music and a shortage of sound effects don't help matters, either. The repetitive controls, which often consist of frantically tapping buttons, quickly wear out your fingers and your interest.

Thankfully, the summer games come around only once every four years, giving you plenty of time to prepare to boycott the sequel. But if you must play the Olympics, the SNES version fares better than this poor outing.



PROTIP: To increase your chances of hitting the skeet, wait for it to start its fall before shooting.





PROTIP: If an event is giving you trouble, use the practice mode to master it.

Olympic Summer Games by T•HQ

Graphics	Sound	Control	Fun Factor	Challenge
2.0	1.0	2.5	1.5	ADJ Adjustable

$54.95
16 megs
Available July
Track & field
2 players
10 events
Multiple veiws
Replay value: Medium
ESRB rating: Kids to Adults

Olympic Summer Games

By Johnny Ballgame

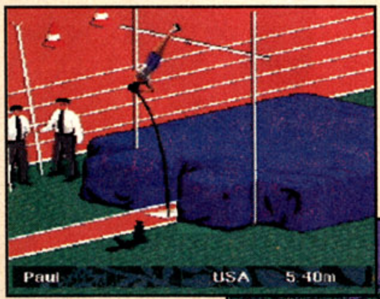
Super NES

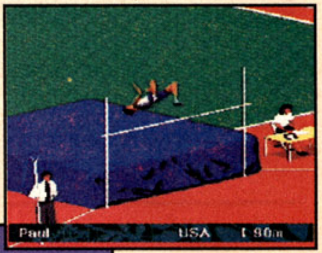
Olympic Summer Games takes track-and-field competition to new uninspired lows, offering nothing original to anxious fans of the Atlanta games.

You compete in ten events, including the 100-meter sprint, javelin, and pole vault. All the events are controlled so similarly, though, that once you master a few of them, you've mastered them all, which enables you to shatter every world record in no time.

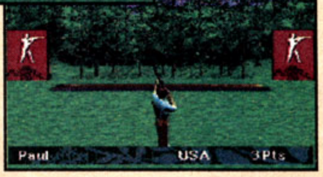
Strictly old school, the graphics lack detail and imagination. There are no footprints to help you mark your spot in the high jump or even any opening or closing ceremonies. Even worse, there are hardly any sound effects during gameplay – only repetitious, annoying music that plays during almost every event.

If you buy this game you should be presented with a gold medal. Fool's gold, that is.





PROTIP: In the pole vault and high jump, practice until you know how high you can go without faulting, then pass to that level in the competition. This will save you from getting disqualified earlier than necessary.



PROTIP: Don't bother to move the controller up and down during the skeet shoot. Concentrate on moving right and left for the best results.

Olympics Summer Games by T•HQ

Graphics	Sound	Control	Fun Factor	Challenge
2.5	1.5	3.0	2.0	ADJ Adjustable

$64.95
16 megs
Available July
Track & Field
2 players
10 events
Replay value: Medium
ESRB rating: Kids to Adults

Striker '96

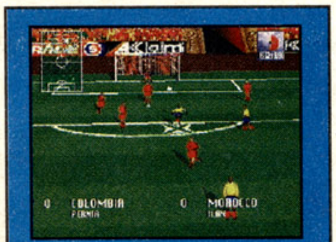
By Tommy Glide

PlayStation

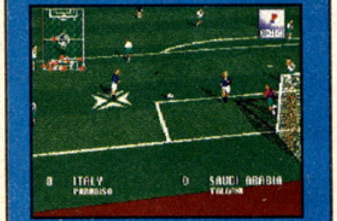
Striker '96 brings simple soccer to the PlayStation. This fast, arcade-style game plays fluidly, but it offers little more than 16-bit gameplay.

Take the pitch with any of 38 teams in tournament, friendly, league, or trophy matches. While there isn't much difference between arcade and sim modes, this quick-playing game handles well and is easy to pick up. Graphically, the smooth camera works the field, giving you good overhead position, but the sprites and animations have barely progressed past cartridge games. The sounds are average for 32-bit, though.

Neither boring nor a game you can really sink your teeth into, Striker has speed but lacks finesse. ■



PROTIP: Use diving headers to set up breakaways and to shoot on goal.



PROTIP: If you know you have a stronger team, switch to Attack Formation to apply heavy pressure to the opposition.

Striker '96 by Acclaim

Graphics	Sound	Control	Fun Factor	Challenge
2.5	3.0	4.0	3.0	ADJ Adjustable

Price not available
CD
Available now
Soccer
38 international teams
4 players (using adapter)
Replay value: High
ESRB rating: Kids to Adults

NFL Quarterback Club '96

PlayStation

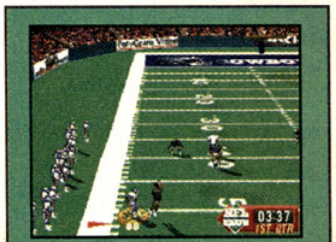
By Johnny Ballgame

QB Club '96 is worse than Neil O'Donnell in the clutch.

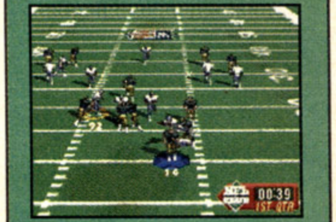
The many strong options, like season play, simulation, and the ability to switch QBs between teams, are overshadowed by sloppy game design and a poor A.I. (see Saturn ProReview, April). Although one-player games lack quality gameplay (you can run the same play all game and win), two-player competition packs enough punch for the average fan.

With colorful, realistic player graphics, this QB Club's cleaner than the Saturn version. Irritating screams dominate the sound on the field.

Despite the decent features and graphics, QB Club lacks solid, addicting gameplay. It isn't in the same league as GameDay. ■



PROTIP: Jump for passes even if you don't think you can catch them. The refs often bail you out by calling pass interference.



PROTIP: Find your best LB or DE and blitz the QB relentlessly.

NFL Quarterback Club '96 by Acclaim

Graphics	Sound	Control	Fun Factor	Challenge
4.0	3.5	3.0	3.0	ADJ Adjustable

Price not available
CD
Available now
Football
2 players
Multiple views
Replay value: Medium
ESRB rating: Kids to Adults

College Slam

By Tommy Glide

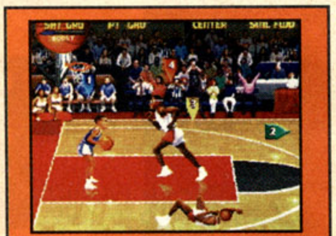
PlayStation

If you've played NBA Jam T.E., in essence you've already played College Slam.

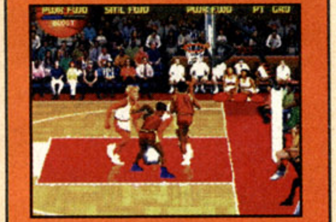
Slam trades the stars of the NBA for nameless college players, and it doesn't add much. Alley-oop dunks and player substitutions are the only notable new features in this two-on-two hoop-dupe.

Fortunately, Slam uses the same game engine as Jam, so the fast passing and furious dunking remain untarnished. Graphically and sonically, you get nearly identical sprites, animations, and sound effects as Jam.

If you're a freak for college ball, and you like arcade-style sports, this might be your ticket. But those who know the pros of NBA Jam won't be conned by this collegiate clone. ■



PROTIP: Play rough; the computer will sub early if you injure the other team.



PROTIP: If you're being double-teamed, tap Boost to clear out the opposition with your elbows.

College Slam by Acclaim

Graphics	Sound	Control	Fun Factor	Challenge
3.5	3.5	4.0	4.0	ADJ Adjustable

Price not available
CD
Available now
Basketball
4 players (using adapter)
44 college teams
Replay value: High
ESRB rating: Kids to Adults

College Slam

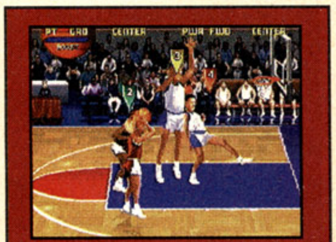
By Greasy Gus

Saturn

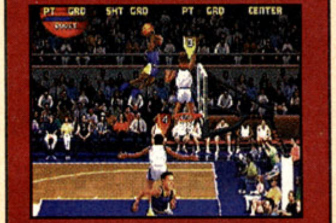
College Slam ain't exactly NBA Jam, but it's about as close as Siamese twins. Offering head-to-head, tournament, season, and semi-finals modes of play, Slam delivers rowdy two-on-two basketball with 44 college teams.

Once you accept that the graphics, sounds, and gameplay are serious rip-offs of NBA Jam, you can settle into a decent game of hoops where the game speed ("juice") can be multiplied up to four times faster than normal. Slam's new features include alley-oops and player substitutions, but the latter doesn't enhance the gameplay much.

If you're a fan of college ball, you might appreciate matching up your favorite teams. If you're not, shoot for the bucket marked NBA. ■



PROTIP: If you like dunking and shooting three-pointers, your lineup should include the better guard and the center.



PROTIP: Pick UCLA for a strong, well-rounded team.

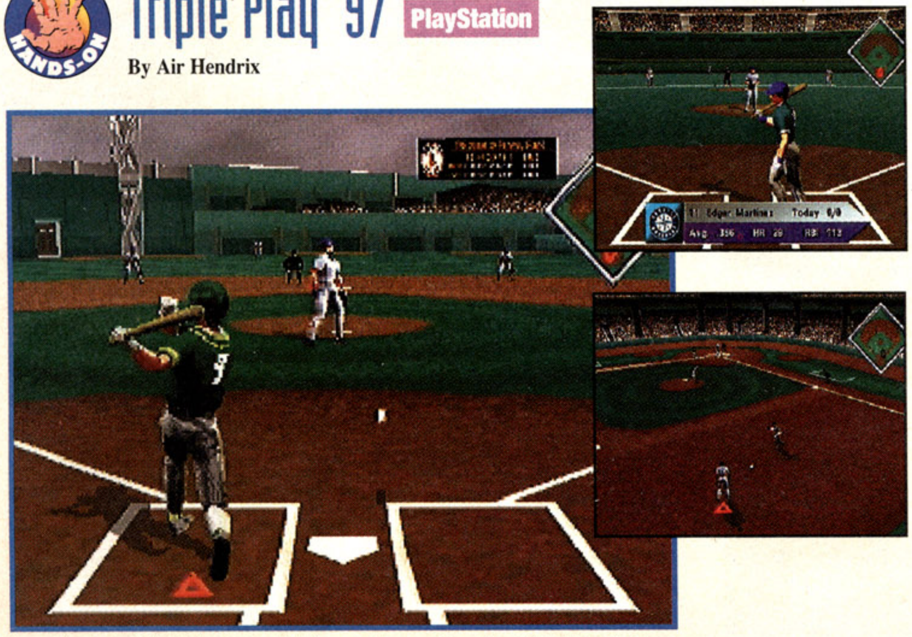
College Slam by Acclaim

Graphics	Sound	Control	Fun Factor	Challenge
3.5	3.0	4.0	4.0	ADJ Adjustable

Price not available
CD
Available now
Basketball
44 college teams
4 players (using adapter)
Replay value: High
ESRB rating: Kids to Adults

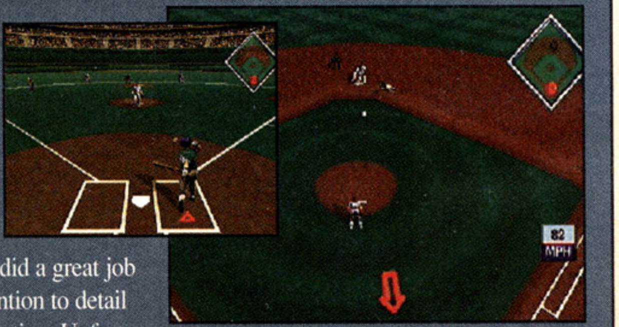
Triple Play '97 PlayStation

By Air Hendrix



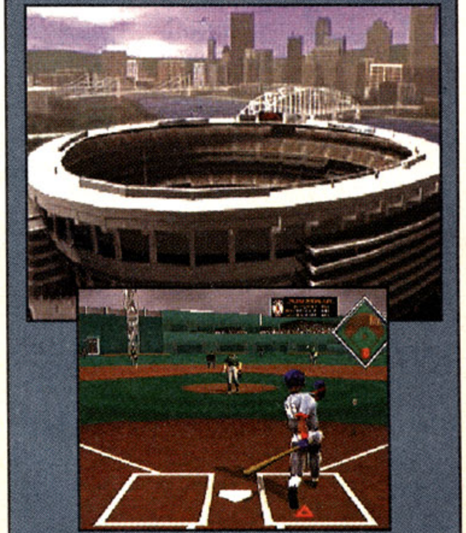
Long the king of 16-bit sports, EA Sports draws a bead on 32-bit baseball stardom with Triple Play '97 after fouling out on the hoops court.

Gameplay & Controls



Baseball nuts will absolutely love the remarkably comprehensive controls: ten pitches, three swings, two throws, two slides, a speed burst, and three batting stances. Triple Play may sound like a hardcore sim, but EA did a great job of balancing exhaustive attention to detail with wicked, arcade-paced action. Unfortunately, in this preview version, the loose steerable pitching interfered with a tight, strategic game, but EA has time to remedy that flaw before "the Show" begins.

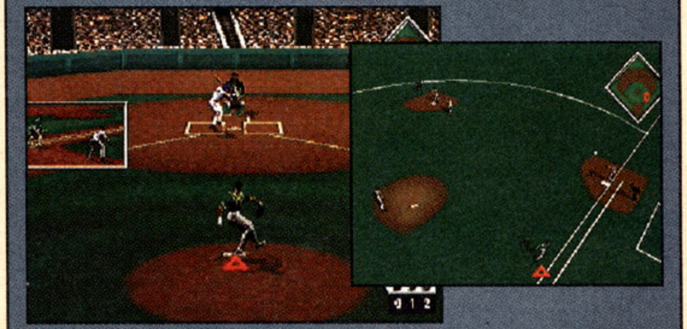
Graphics & Sounds



Triple's games open with a gorgeously rendered stadium fly-by that'll raise your hackles in awe, and the graphics keep up the pace as the action begins. A vast selection of camera angles is complemented by fluid, realistic players and phenomenal 3D stadiums. Spine-tingling sounds and commentary complete the at-the-park feel.

Developed and published By EA Sports
Available June
80% COMPLETE

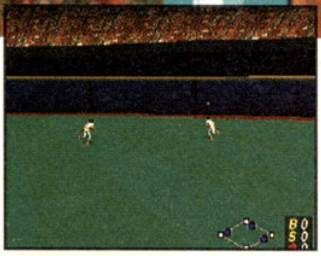
The Roster

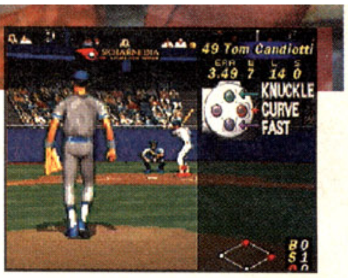


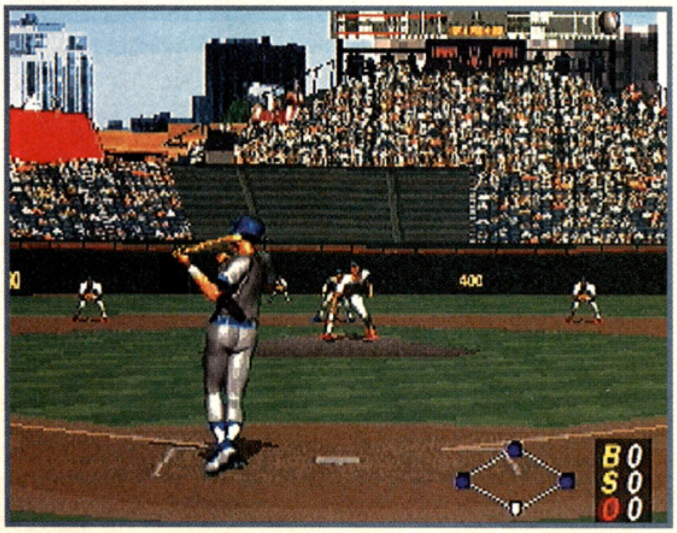
Triple Play takes to the diamond on the heels of last year's well-received Genesis game with every pro player, team, and stadium. Up to eight players can swing for the fences in the usual modes (exhibition, season, playoffs, home run derby) or in an all-star game. Great stats are matched by trades, drafts, and the ability to create your own player and switch sides during a game.

MLB Pennant Race **PlayStation**

By Air Hendrix

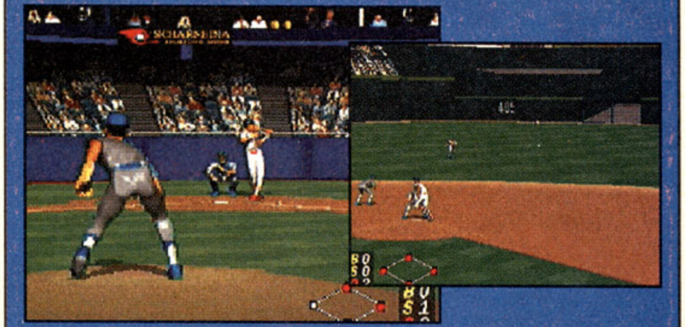



49 Tom Candiotti
ERA W L S
3.49 7 14 0
KNUCKLE
CURVE
FAST



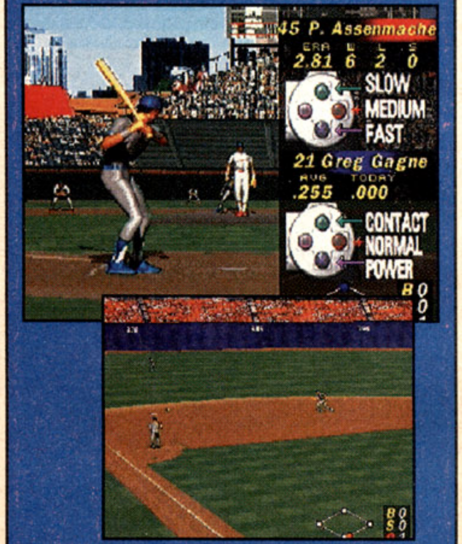
The neck-to-neck race for this year's 32-bit pennant continues to heat up, and Pennant Race places strongly in the upper echelons of the pack.

The Roster

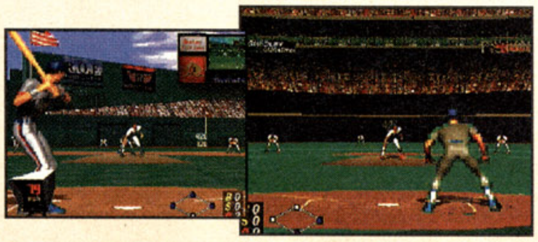


Like Triple Play, Pennant Race scores with well-rounded features: all the major-league teams, players, and stadiums; all the standard modes; the ability to trade and create a player; and five cool camera angles. Baseball fiends will delight in the detailed stats and the strategy option, which enables you to shift the positioning and depth of the infield and outfield. Sony also built in a few unique touches, such as switching stadiums during a game or putting any player at any position.

Graphics


45 P. Assenmacher
ERA W L S
2.81 6 2 0
SLOW
MEDIUM
FAST
21 Greg Gagne
AVG TODAY
.255 .000
CONTACT
NORMAL
POWER

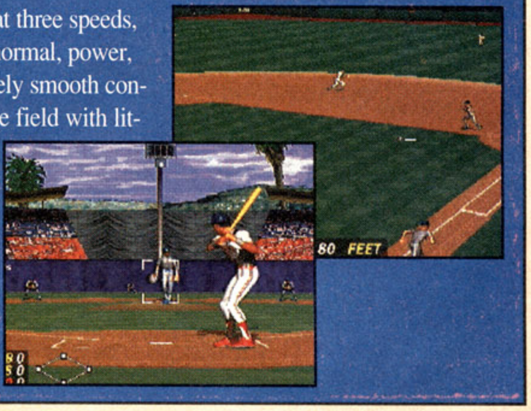
The spectacular stadiums shine with an incredible 3D luster when the camera tracks the ball as it rockets into the outfield. A huge Jumbotron that replays the action in real time doesn't hurt, either. The motion-captured players sport a smooth, hand-drawn look that some may find too cartoony, but Pennant Race looks great overall.



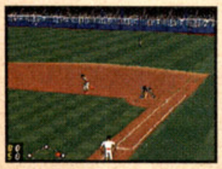
Developed and published
By Sony
Available June

80% COMPLETE

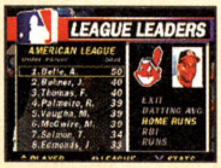
Gameplay & Controls

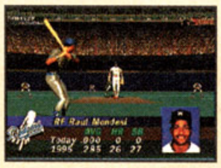


Each pitcher cranks out three pitches at three speeds, while batters sport the usual contact, normal, power, and bunt swings. Pennant's impressively smooth controls will enable baseball fans to hit the field with little practice. The gameplay delivers raucous, fast-paced fun, but some gamers may miss the depth that Triple Play offers. As both games are still unfinished, however, it's too early to make a definitive call.



TEAM SELECT
CUBS
AMERICAN LEAGUE
CENTRAL DIVISION


LEAGUE LEADERS
AMERICAN LEAGUE
1.Belle, A.
2.Buhner, J.
3.Thomas, F.
4.Palmeiro, R.
5.Vaughn, M.
6.McGwire, M.
7.Salmon, T.
8.Edmonds, J.
BATTING AVG
HOME RUNS
RBI
RUNS

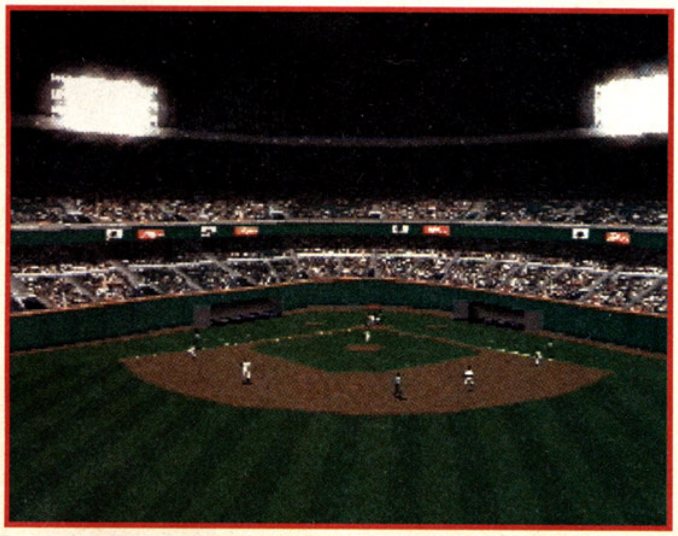

RF Raul Mondesi

HANDS-ON

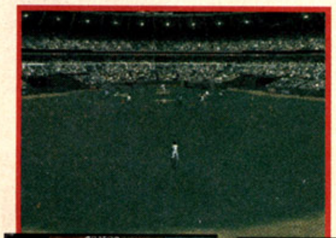
Frank Thomas "Big Hurt" Baseball

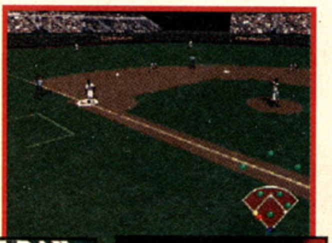
PlayStation Saturn

By Johnny Ballgame



In sharp contrast with its poor 16-bit counterparts, Frank Thomas is about to put the "Big Hurt" on its competition with a winning combination of arcade fun and statistical accuracy.



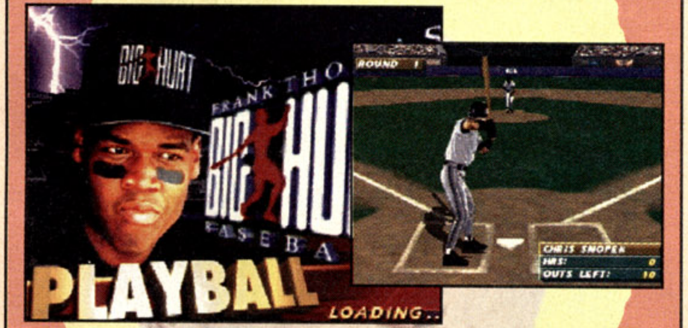


BOSTON
LINE-UP

GAME DAY
PHILADELPHIA
MILWAUKEE
PHILADELPHIA

FRANK THOMAS
BIG HURT

Graphics

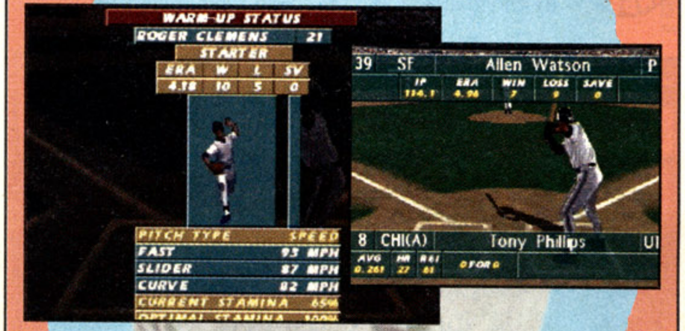

BIG HURT
FRANK THO
BIG HU
BASEBA
PLAYBALL
LOADING..

ROUND 1

CHRIS SNOPEK
HRS: 0
OUTS LEFT: 10

Big Hurt's graphics pull off a smooth double play: They're both eye-catching and effective. Acclaim used motion-capture technology to create a dynamic diamond filled with realistic movement, throws, and swings. Every major league stadium is 3D rendered, giving you the best seat in the house.

Statistics



WARM-UP STATUS

ROGER CLEMENS 21

STARTER

ERA	W	L	SV
4.18	10	5	0

PITCH TYPE	SPEED
FAST	93 MPH
SLIDER	87 MPH
CURVE	82 MPH
CURRENT STAMINA	65%

39 SF Allen Watson P

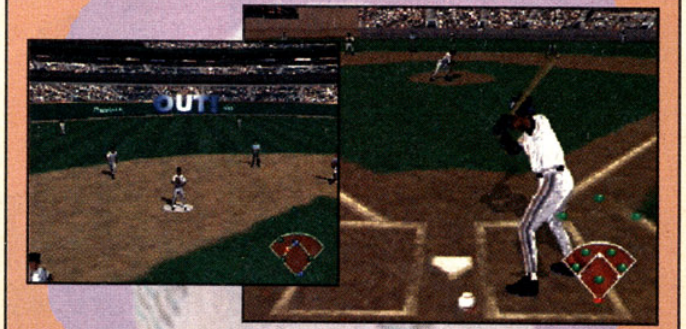
IP	ERA	WIN	LOSS	SAVE
114.1	4.96	7	9	0

8 CHI(A) Tony Phillips

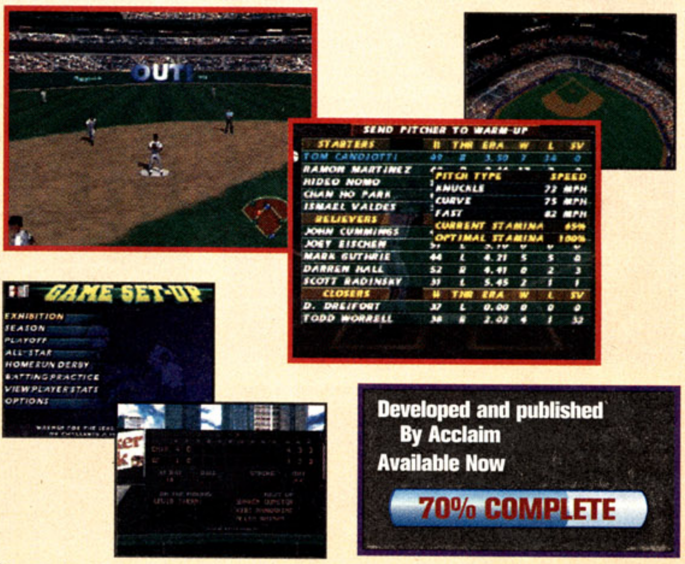
AVG	HR	RBI	
0.261	27	61	0 FOR 0

Big Hurt's fantastic features drill one over the fence with six play modes, more than 700 MLBPA superstars, 27 statistical categories, and the ability to create your own all-star team. Also, a quick-play option gives pitchers the advantage of needing only one strike for an out. Rosters are current with the '96 season, so you can play as rookies like Chan Ho Park and Derek Jeter.

Control



Part of Big Hurt's beauty is that although it's a statistics-oriented game, it's relatively simple to pick up and play. Each pitcher realistically throws his three best pitches, and you have the ability to alter the speed and location. Batters hit hard-liners or lay down bunts, while fielders dive and jump for balls.


OUT!
GAME SET-UP
EXHIBITION
SEASON
PLAYOFF
ALL-STAR
HOMERUN DERBY
BATTING PRACTICE
VIEW PLAYER STATS
OPTIONS

SEND PITCHER TO WARM-UP

STARTERS	#	THR	ERA	W	L	SV
TOM CANDIOTTI	49	R	3.50	7	14	0
RAMON MARTINEZ						
HIDEO NOMO						
CHAN HO PARK						
ISMAEL VALDES						
RELIEVERS						
JOHN CUMMINGS						
JOEY EISCHEN						
MARK GUTHRIE	44	L	4.21	5	5	0
DARREN HALL	52	R	4.41	0	2	3
SCOTT RADINSKY	31	L	5.45	2	1	1
CLOSERS	#	THR	ERA	W	L	SV
D. DREIFORT	37	L	0.00	0	0	0
TODD WORRELL	38	R	2.02	4	1	32

PITCH TYPE	SPEED
KNUCKLE	72 MPH
CURVE	75 MPH
FAST	82 MPH
CURRENT STAMINA	65%
OPTIMAL STAMINA	100%

Developed and published By Acclaim
Available Now

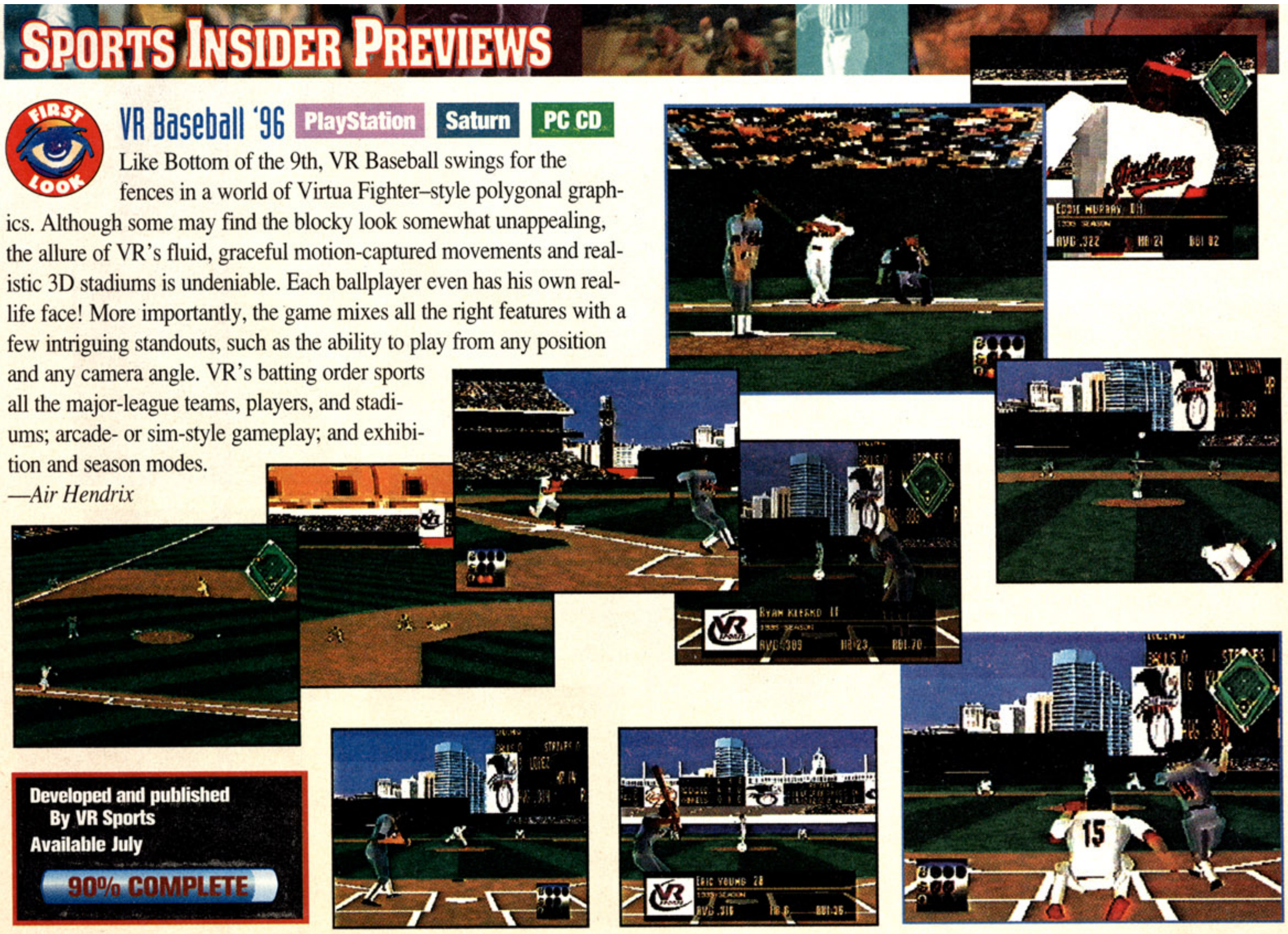
70% COMPLETE

VR Baseball '96

PlayStation Saturn PC CD

Like Bottom of the 9th, VR Baseball swings for the fences in a world of Virtua Fighter–style polygonal graphics. Although some may find the blocky look somewhat unappealing, the allure of VR's fluid, graceful motion-captured movements and realistic 3D stadiums is undeniable. Each ballplayer even has his own real-life face! More importantly, the game mixes all the right features with a few intriguing standouts, such as the ability to play from any position and any camera angle. VR's batting order sports all the major-league teams, players, and stadiums; arcade- or sim-style gameplay; and exhibition and season modes.

—Air Hendrix

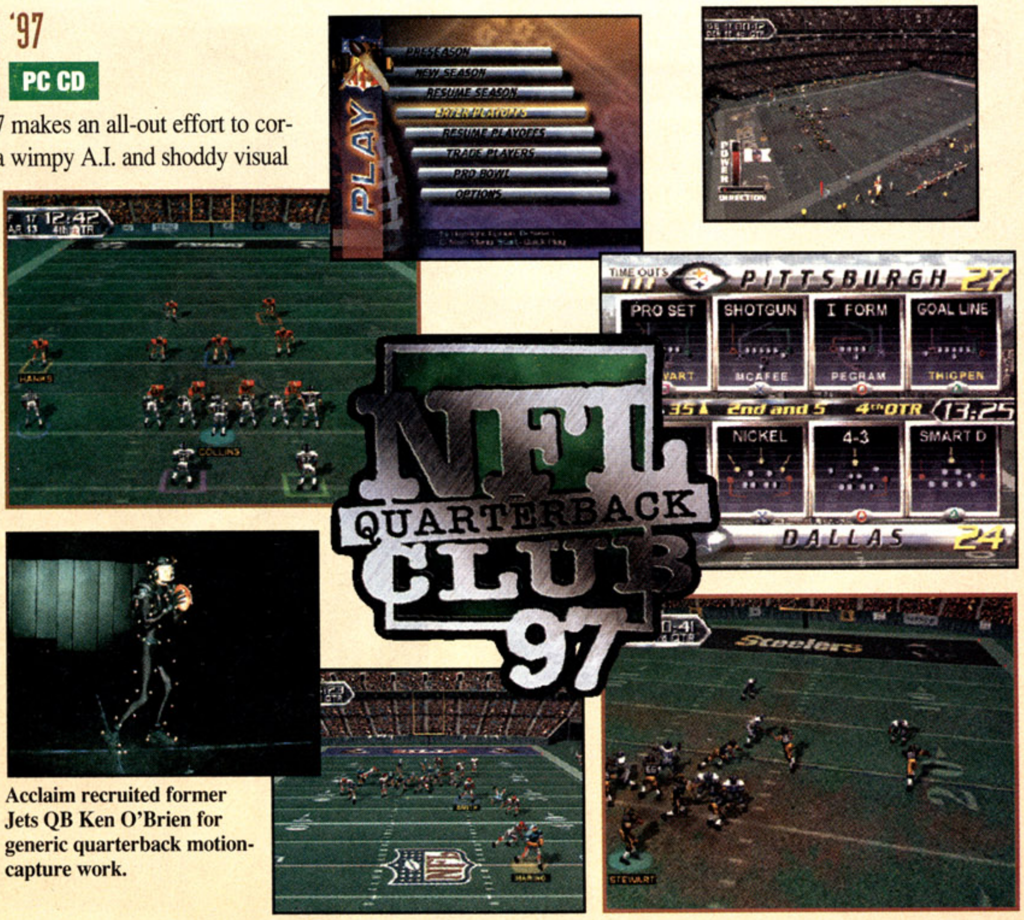

EDDIE MURRAY DH
AVG .322 HR 21 RBI 82
RYAN KLESKO 1B
AVG .309 HR 23 RBI 70
ERIC YOUNG 2B
AVG .316 HR 6 RBI 36

Developed and published By VR Sports
Available July
90% COMPLETE

NFL Quarterback Club '97

PlayStation Saturn PC CD

NFL Quarterback Club '97 makes an all-out effort to correct the defects of seasons past, such as a wimpy A.I. and shoddy visual details (Steve Young passing right-handed, for instance). Club '97 has 500 new plays with 50 available as Hyper Audibles. Additionally, Iguana Software, the developer, created 30 new A.I. routines to handle the finer points of the game, such as pass coverage, pass patterns, and blocking assignments. In fact, the A.I. will read your offensive and defensive tendencies. Other great improvements include trades, an offensive view that shows both wide receivers, and easy-to-read jersey numbers. In championship-caliber football, details count. This year the Club seems to have 'em.—*Bro' Buzz*

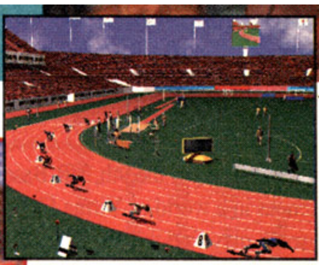

PLAY
PRESEASON
NEW SEASON
RESUME SEASON
ENTER PLAYOFFS
RESUME PLAYOFFS
TRADE PLAYERS
PRO BOWL
OPTIONS
12:42
PITTSBURGH 27
PRO SET
SHOTGUN
I FORM
GOAL LINE
2nd and 5
4th QTR
13:25
NICKEL
4-3
SMART D
DALLAS 24
NFL QUARTERBACK CLUB 97
Steelers

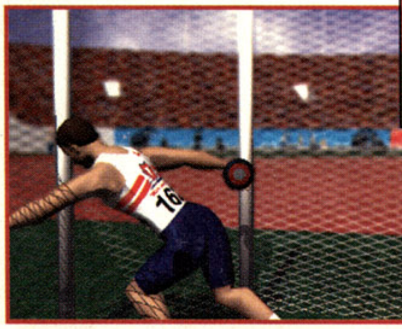
Acclaim recruited former Jets QB Ken O'Brien for generic quarterback motion-capture work.

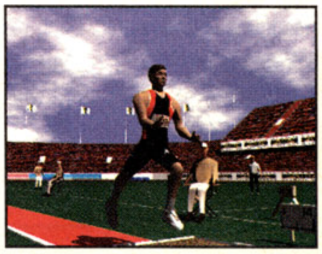
Developed by Iguana Software
Published by Acclaim
Available September
30% COMPLETE

Olympic Summer Games

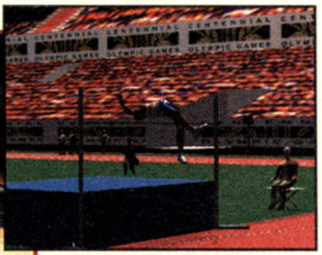
PlayStation **Saturn** **PC CD**

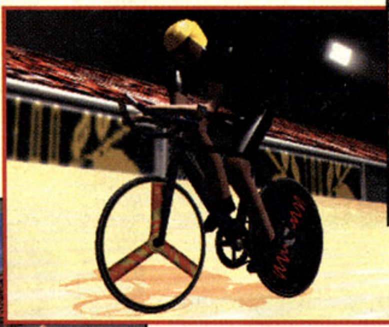


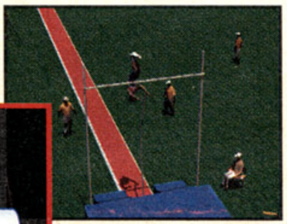




Modeled after the 1996 Centennial Olympics in Atlanta, Olympic Summer Games goes for the gold with 15 events, including pole vault, fencing, swimming, archery, sprints, jumping, javelin, weightlifting, shooting, and discus. Up to eight players can simultaneously compete in tournament, arcade, and challenge modes. The impressive graphics will snare your attention with motion-captured athletes and gorgeously rendered 3D gymnasiums, stadiums, and pools. If U.S. Gold delivers tight gameplay, Summer Games could garner the top track-and-field honors.—*Air Hendrix*







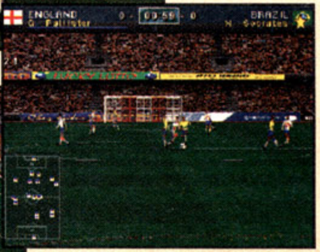
Developed and published By U.S. Gold
Available June

60% COMPLETE

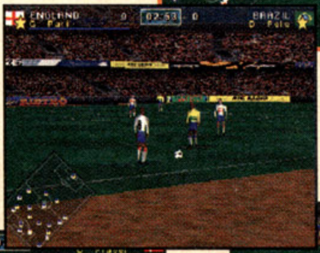
Olympic Soccer

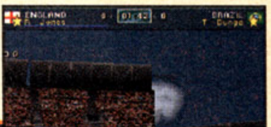
PlayStation **Saturn** **PC CD**

ITALY
DENMARK



The next-gen soccer fields are getting as crowded as the next-gen baseball diamonds these days, and U.S. Gold's poised to enter the fray with Olympic Soccer. Thirty-two international teams battle for Olympic glory with special moves like banana kicks, bicycle kicks, fakes, diving headers, chest stops, and more. The four-player action goes down in tournament, challenge, and exhibition modes on rendered 3D fields with polygonal player graphics. Top soccer titles abound on the 32-bit systems, so unless Olympic Soccer plays like a dream, it'll fade as quickly as all the Olympics hoopla.
—*Air Hendrix*





ITALY
DENMARK

Developed and published By U.S. Gold
Available June

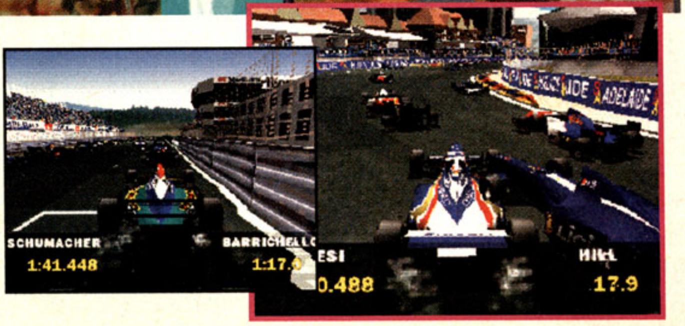
60% COMPLETE

SPORTS INSIDER PREVIEWS

Formula 1 World Championship PlayStation

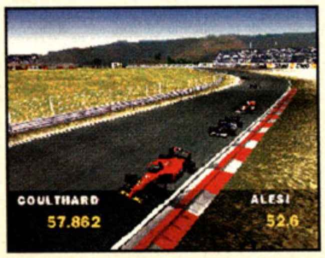
HANDS-ON

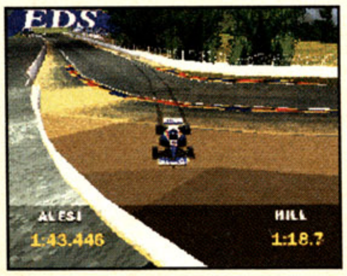
Loaded with impressive options and licenses (see "Sports Pages," May), Formula 1 peels out with dauntingly tough white-knuckle racing. If the flashy feel of Ridge Racer didn't satisfy you, even the preview version of this challenging sim would keep you glued to the road. Although the responsive controls are easy to learn, the mechanics and strategy of real-life F1 racing aren't – and this game brings all that to life. The 17 tracks shine with beautifully detailed graphics and spine-tingling sounds.—*Air Hendrix*

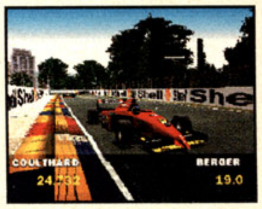

SCHUMACHER
1:41.448
BARRICHELLO
1:17.
ESI
0.488
HILL
17.9

Developed by Bizarre Creations
Published by Psygnosis
Available July

70% COMPLETE


COULTHARD
57.862
ALESI
52.6

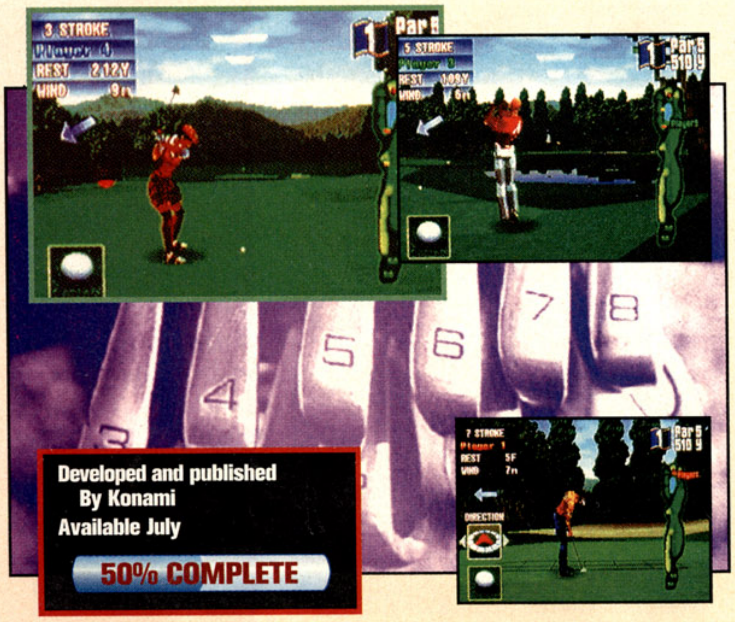

EDS
ALESI
1:43.446
HILL
1:18.7


COULTHARD
BERGER
19.0

The Final Round PlayStation

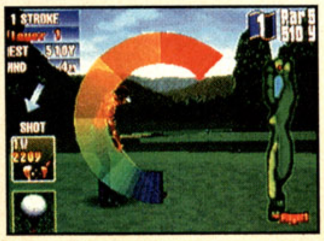
FIRST LOOK

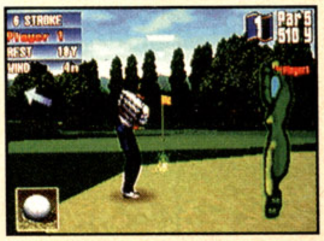
Konami's expanding its line of sports games with two new PlayStation entries. Final Round's action goes down on a rendered 3D, 18-hole course that's complemented by motion-captured animations. Gamers pick from one of six golfers, each with varying abilities, and hit the greens in Skins, Match, and Stroke modes. A grid helps you pinpoint those putts, and a play-by-play commentator announces the results. As with its other sports titles, Konami's aiming for a more arcade-type feel to the gameplay, so expect easy playability and fast action.—*Air Hendrix*


3 STROKE
REST 212Y
WIND
Par 5
5 STROKE
REST 109Y
WIND 6m
7 STROKE
REST 5F
WIND 7m
DIRECTION
Par 5
510 Y

Developed and published
By Konami
Available July

50% COMPLETE

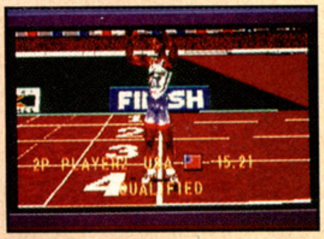

1 STROKE
REST 510Y
WIND
SHOT
Par 5
510 Y

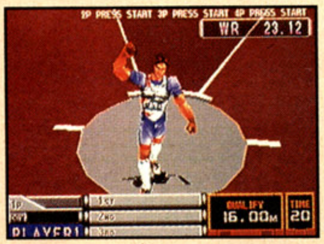

6 STROKE
REST 18Y
WIND
Par 5
510 Y

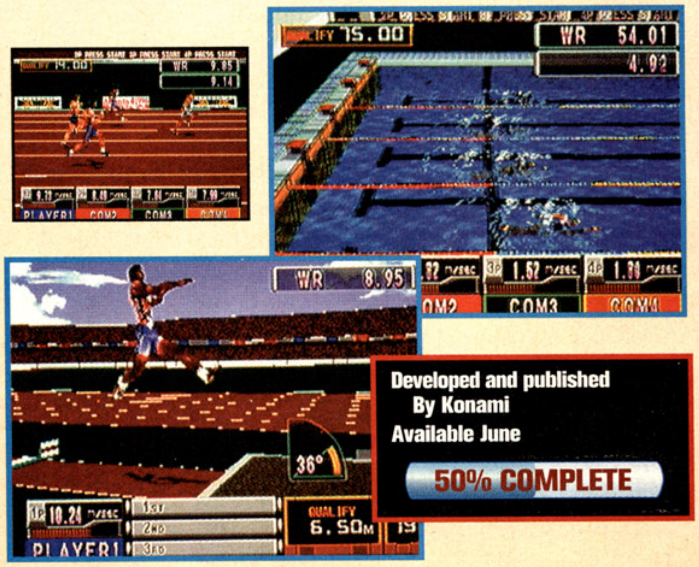
International Track & Field PlayStation

FIRST LOOK

Based on the popular arcade game, International Track & Field endangers your PlayStation controller with fast, furious, button-busting gameplay. Up to four players can assume the roles of athletes around the world and tackle 11 events, including the 110-meter dash, 110-meter hurdles, freestyle swimming, pole vault, hammer throw, shot put, javelin, discus, triple jump, long jump, and high jump. The polygonal graphics showcase 3D texture-mapped athletes and stadiums.—*Air Hendrix*


FINISH
2P PLAYER USA 15.21
4 QUALIFIED


2P PRESS START 3P PRESS START 4P PRESS START
WR 23.12
QUALIFY 16.00M
TIME 20
PLAYER1


QUALIFY 15.00
WR 54.01
4.92
WR 9.85
PLAYER1 COM2 COM3 COM4
WR 8.95
1.52 m/sec
1.80 m/sec
COM2 COM3 COM4
36°
10.24 m/sec
QUALIFY 6.50M
PLAYER1

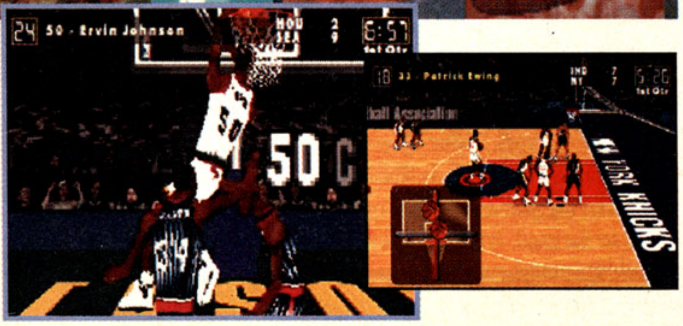
Developed and published
By Konami
Available June

50% COMPLETE

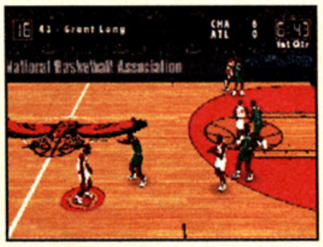
NBA Action

Saturn

NBA Action is the first NBA-licensed basketball game available for the Saturn, and unfortunately at this unfinished stage, it looks about as impressive as an air ball. NBA Action does provide solid features like Season, Playoff, and All-Star games, along with every NBA team. The problem, however, lies in the gameplay. Dunks slow down, and turnovers seem to happen for no reason. The tiny sprites make players indistinguishable; you can't even tell Rodman from Pippen. It's still too early to make the right call, but so far NBA Action seems like it may foul out.—*Johnny Ballgame*


50 - Ervin Johnson
33 - Patrick Ewing
NEW YORK KNICKS

Developed by Gray Matter
Published by Sega Sports
Available June
70% COMPLETE

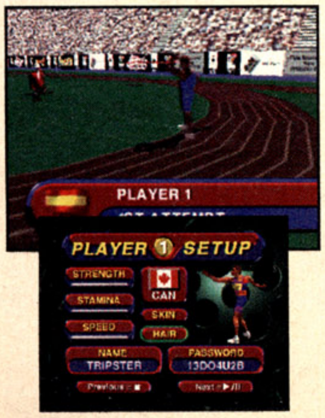

42 - Grant Long
National Basketball Association

CHICAGO BUL
FIELD GOALS
33 Scottie Pippen
4 PTS FG 2/4

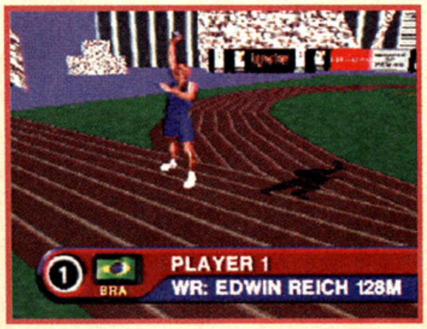
3DO Games: Decathlon

3DO **PC CD**

The flurry of Olympics-inspired track-and-field games continues on the 3DO. Playing in 3D stadiums, up to eight players can compete in four different foot races, two jumps, the pole vault, shot put, javelin, and discus. Gamers can build their own athlete, setting attributes like nationality, appearance, speed, and so on. The controls revolve around the standard button-pounding formula, but Studio 3DO promises to include a strategic element based on managing your athlete's stamina and injuries, as well as realistic, motion-captured movements.—*Air Hendrix*


PLAYER 1
PLAYER 1 SETUP
STRENGTH
STAMINA
SPEED
CAN
SKIN
HAIR
NAME
TRIPSTER
PASSWORD
I3DO4U2B

PLAYER 1
ESP
WR: ZELEZNY: 95.0M


1
PLAYER 1
BRA
WR: EDWIN REICH 128M

PLAYER 1
WR: EDWIN REICH 128M

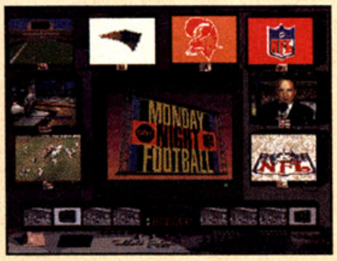
Developed and published
By Studio 3DO
Available September
70% COMPLETE

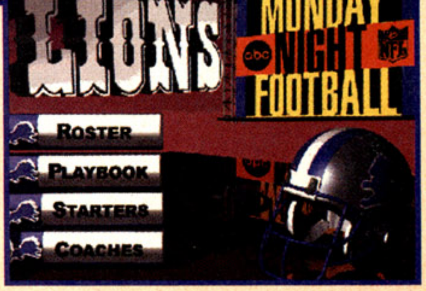
ABC's Monday Night Football

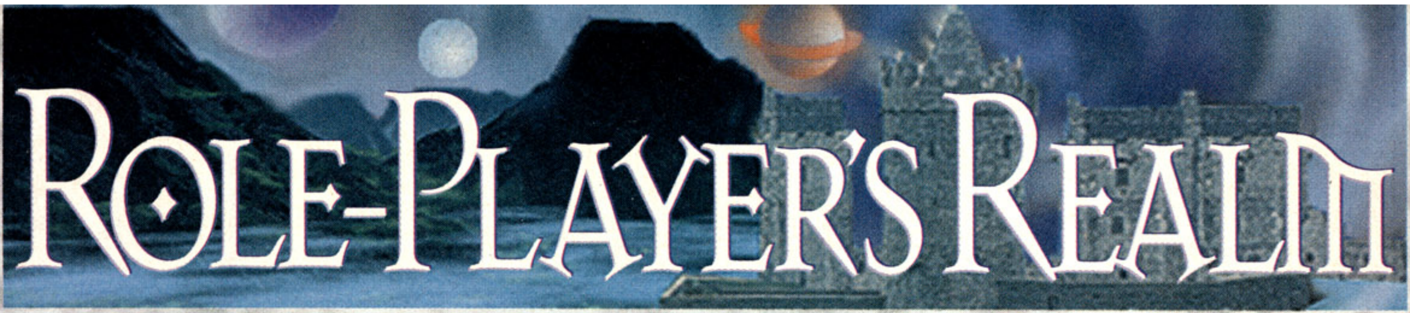
PlayStation **PC CD**

ABC and Spectrum HoloByte formed OverTime Sports to bring ABC's sports action to video games, so of course its first game, Monday Night Football, will star ABC announcers Al Michaels, Frank Gifford, and Dan Dierdorf. These extremely early images reveal little about the gameplay, but OT's laid a solid foundation that includes all the real NFL teams, players, and stadiums from the '96 season. Viewed from nine TV-style camera angles, the motion-captured polygonal players will look and perform like their real-life counterparts, and the sounds were recorded from on-field microphones during games.
—*Air Hendrix*

Developed and published by
OverTime Sports
Available September
50% COMPLETE


MONDAY NIGHT FOOTBALL
NFL


LIONS
MONDAY NIGHT FOOTBALL
abc
NFL
ROSTER
PLAYBOOK
STARTERS
COACHES



ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • JULY '96

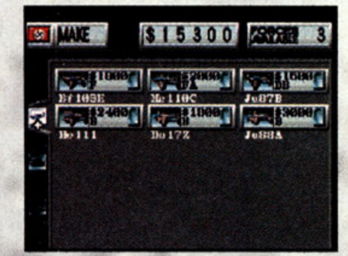
IRON STORM

By General Scary Larry

Without a doubt, war sims are an obscure, faintly boring component of the RPG market, with tireless support from companies like Koei and SSI. Now Working Designs, known for their outstanding fantasy RPGs Lunar and Lunar II, have developed one of the most intriguing war sims to date. Did I mention fun, too? It is.

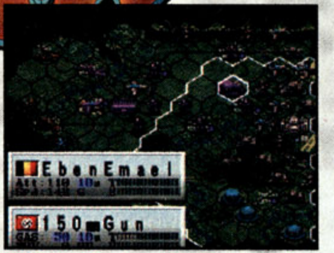
Storm Warning

The great thing about Iron Storm is that even a war sim novice can pop this CD in and start a game. Although knowledge of World War II fighting tactics is helpful, you can easily set up the campaigns so that you control all facets of the fighting, thus learning the strengths and weaknesses of your forces the easy way. You can also designate the commander for each country, making one friend France, another Belgium, and so on. You'll just have to hand the controller around a bit.



PROTIP: It's essential to use a heavy air attack against ground forces. When you buy equipment, keep aircraft production at peak levels.

PROTIP: Bomb airports so opponents cannot refuel there.



PROTIP: Destroy bunkers first using long-range guns and bombers. Your infantry will be wiped out if you send them against the bunkers.

And there's plenty to control. You can send out over 500 different types of Allies and Axis war machinery, including Panzer tanks, Nakajima and Mustang dogfighters, subs, aircraft carriers, infantry, and long-range guns. In the Standard mode you just battle it out, but in the Campaign mode, you must supply the front lines, feed the troops, train special units, and more.

PROTIP: Heavy bombers use gas quickly, so send them back to base to refuel often.

Control is a matter of knowing what everything in the menu does. Since it's turn-based combat, all your forces must be deployed before the next person starts his round (unless you select Done, thereby forfeiting your turn).

PROTIP: You earn an immediate victory if you take out your opponent's headquarters. Storming HQ can be a lengthy process, so use a combination of forces.

War Torn

The graphics are a mixture of stodgy board-based hex battles and exciting rendered cinematics. There's also plenty of WW II footage in the intro. After you set up troops to attack, there's a rendered scene of the two forces going at it that's both beautiful and frightening. After a while, you just want the fighting to cease.

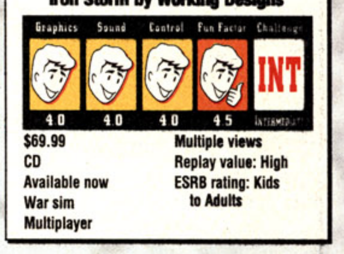
The sounds are also up to the challenge of making this game as fun as it is serious. Battle music is interspersed with massive explosions, small arms fire, and artillery bombardment.

PROTIP: Train your infantry to specialize in bombing. They can take out vital bridges for you. If you are across a river, enemy tanks cannot reach you.

Iron Storm is the best war sim to date, surpassing Panzer General or PTO, and one of the most fun sims ever. There are no atheists in foxholes, and there's no glory in war, but Iron Storm does its best to educate while involving you in the conflicts that shaped this century. ■

CITY
TAKE
END

PROTIP: Use ground troops to take over cities. More cities means more factories to make needed equipment.



Iron Storm by Working Designs

Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	4.0	4.5	INT INTERMEDIATE

$69.99
CD
Available now
War sim
Multiplayer

Multiple views
Replay value: High
ESRB rating: Kids to Adults

Blazing Dragons

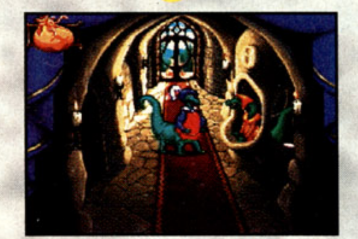
Playstation

By Sir Scary Larry

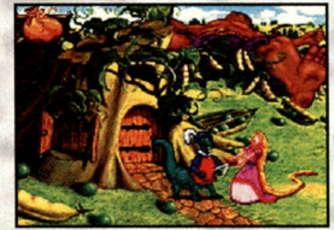
Remember last season's funny pseudo-RPG, Discworld? Blazing Dragons is so similar to Discworld that someone should consult a copyright infringement lawyer...pronto.

My Friend Flicker

You play as Flicker, a dragon who wants to compete in a tournament for the hand of his love, Blaze. But first he must be accepted by the Dragons of the Square Table (such as Sir Lounge-a-lot), and he must solve puzzles along the way, all done in point-and-click style. The game even has celebrity voices (Cheech and Chong's Cheech Marin and Harry Shearer of *The Simpsons*), though they're not the main characters.



PROTIP: Combine the mop, the candelabra from outside Flicker's room, and the stocking Flicker wore on his head to make the dishwasher.



PROTIP: Give the hair tonic to the bald woman outside Dr. Fraud's office, and take her hair when she cuts it off.

Blazing Dragons doesn't always go for subtle bathroom humor, either – it accelerates the pace with jokes about condoms, constipation, and impotence.

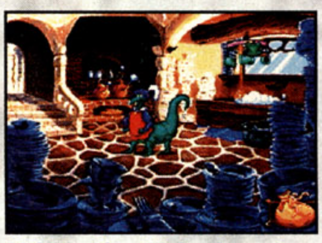
Dragon On

Good Saturday-morning cartoon-quality animation pervades the game, with some humorous moves thrown in. The icons are also easy to identify.

The sound is outstanding. The voiceovers are clearly the stars here, punctuated by exaggerated accents and lots of inoffensive music.

Control is all done with icons, just as in Discworld. Walking, talking, and picking up items are as easy as blowin' smoke for these dragons.

Is it fun? It's funny, but the puzzles get exasperating. If you loved Discworld, you'll love Blazing Dragons. If you didn't, this won't light any fires for you. ■



PROTIP: After Flicker is assigned to kitchen duty, read the Inventor's Notebook (you took it from his room, right?) and start making that dishwasher.

Blazing Dragons by Crystal Dynamics

Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	4.0	3.5	INT Intermediate

$59.99
CD
Available now
Interactive adventure
1 player

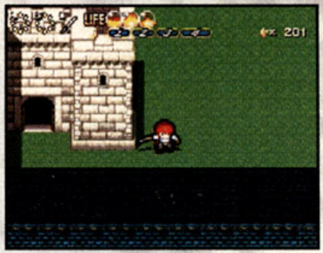
Multiple views
Replay value: Low
ESRB rating: Kids to Adults

Shining Wisdom

Saturn

By Sir Scary Larry

What is this mediocre 16-bit title doing on a next-gen system? Shining Wisdom does not deserve shelf space alongside Working Designs' other title, Iron Storm (see review, this issue). It looks, plays, and feels like a ten-year-old RPG, and except for the fancy rendered intro, there's no reason this couldn't have been made for the Genesis.



PROTIP: Run into the sides of buildings. Some lead to overhanging walkways of the palace.

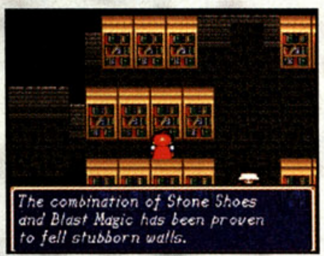
Dull Shine

The storyline is as boring as the flaccid graphics. You play as Mars, a junior knight who wants to follow in his dead father's footsteps. After learning the Acceleration Skill (a useless running-and-attacking skill that's surprisingly hard to master) from his grandfather, he ventures out into the world to save a princess or two, and do battle with enemies in a too-cute-for-words Zelda-like action RPG.

No Wisdom

You battle cartoonish pigs, ghosts, ants, and more as you slash your way through standard villages, castles, and dungeons. But nothing gets more exciting here than it did in Shining Force for the Genesis.

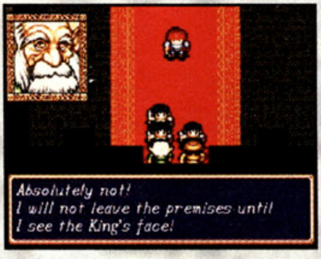
The sounds don't even warrant mention. Voiceover should have been used for the extensive (and boring) conversations. The music is the standard coming-of-age-hero stuff.



The combination of Stone Shoes and Blast Magic has been proven to fell stubborn walls.

PROTIP: When you find the King's Library, read every single book, and write some of the information down. It will all be useful later in the game.

This Wisdom should have been scrapped. There's nothing here that you haven't seen before. If you have a Saturn, then go with Mystaria, Iron Storm, or even Guardian Heroes before you take this CD for a spin. ■



Absolutely not!
I will not leave the premises until I see the King's face!

PROTIP: Go to the main gate and see what the disturbance with the Hobbit Elder is about.

Shining Wisdom by Working Designs

Graphics	Sound	Control	Fun Factor	Challenge
3.0	3.0	4.0	3.0	INT Intermediate

$69.99
CD
Available now
RPG
1 player

Multiple views
Replay value: Low
ESRB rating: Kids to Adults

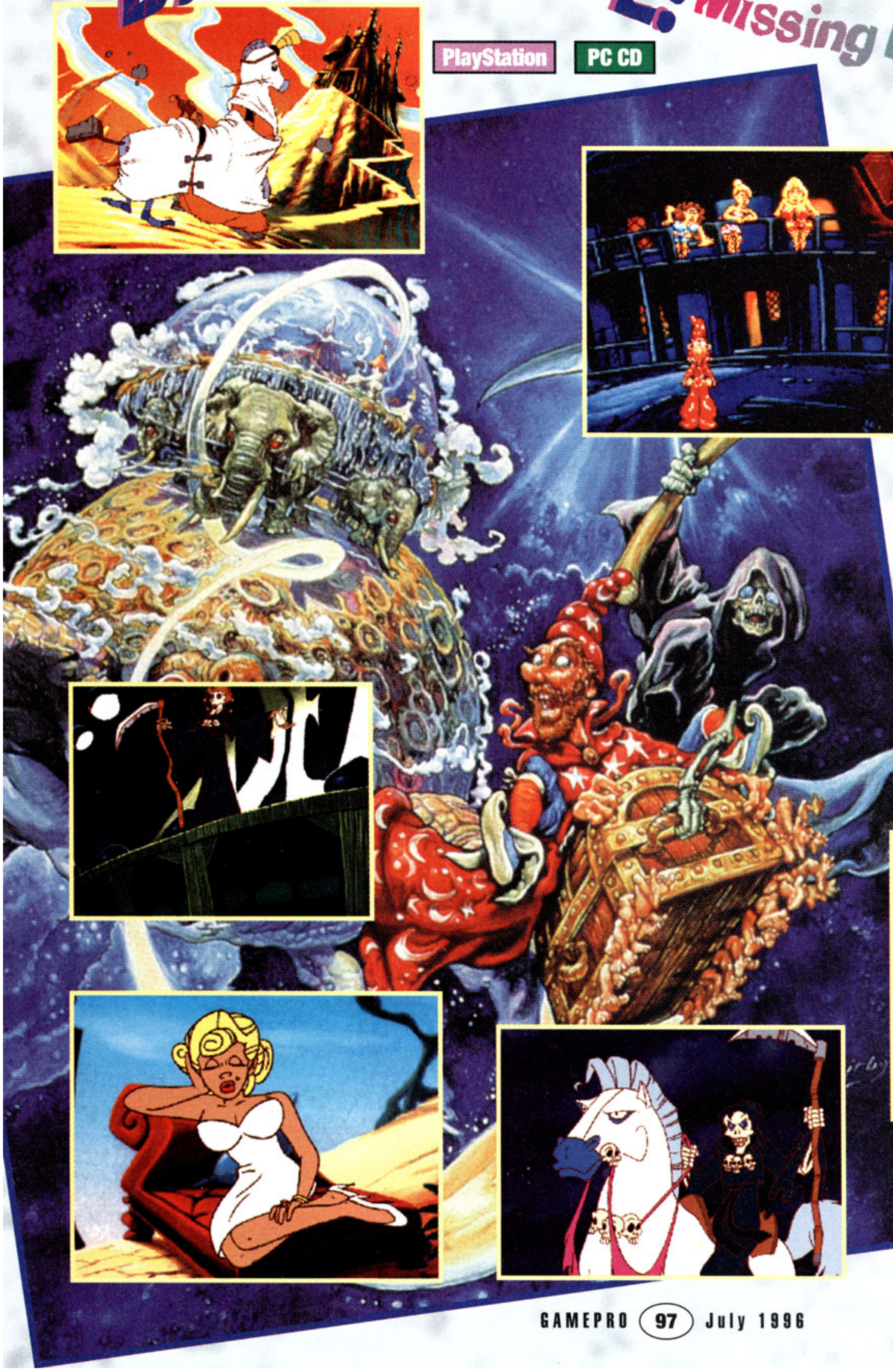
Future Fantasies

A sneak peek at upcoming games for RPG fans!

RPR World Exclusive

DISCWORLD 2: Missing Presumed...!?

PlayStation **PC CD**

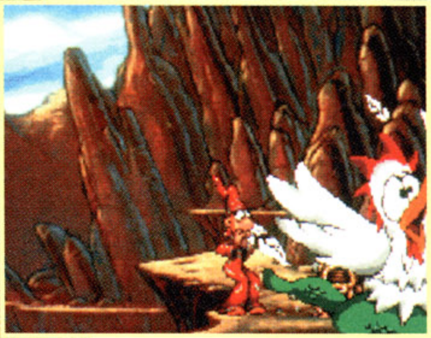


By Sir Scary Larry

Last year's Discworld for the PSX was undoubtedly the funniest interactive adventure for a console system to date. Discworld used humor with a wizard/fantasy/ninja twist to guide players through an immensely complex yet insanely funny world.

Now Sony's done it again with Discworld 2. Debuting on the PlayStation and PC CD, Discworld 2 looks like another great time for Brincewind, the hapless wizard whose voice is provided by Monty Python's Eric Idle.

There are more items to collect, more puzzles to figure out, and more dragons to deal with. Here are a few pictures to keep you until we see this game for the PlayStation and PC sometime this fall. ■



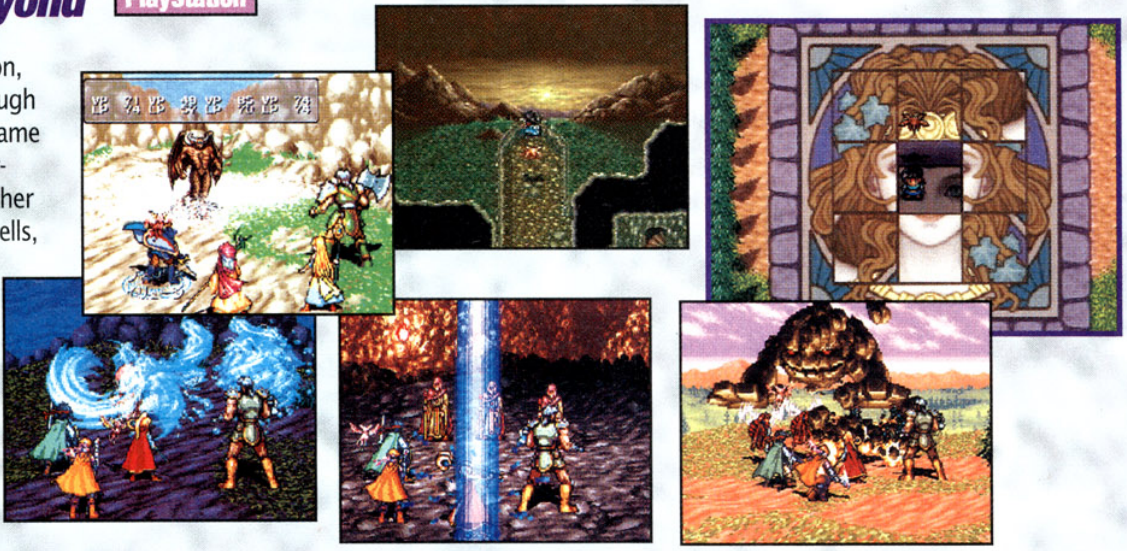
By Sony Interactive
Available Fall '96

Beyond the Beyond

PlayStation

Follow Flynn and his dragon, Steiner, as they battle through the very first role-playing game from Sony Computer Entertainment. It looks like another solid outing with colorful spells, formidable enemies, and a long, involved story line. Now where's Arc the Lad?

Developed and published By Sony Computer Entertainment Available July

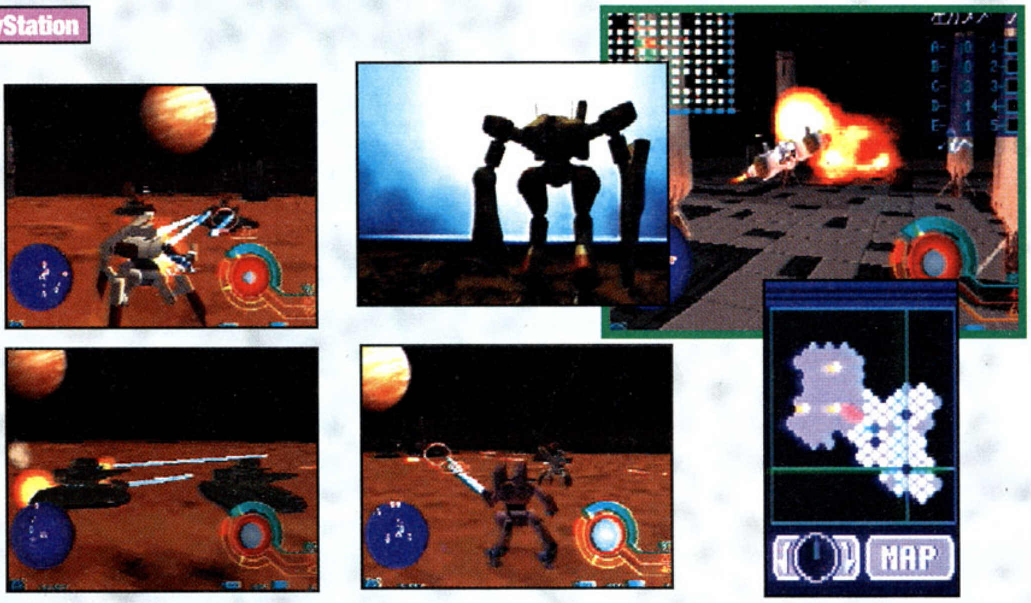


Carnage Heart

PlayStation

It's 2073, and there's a conflict on Jupiter being fought with cyber-warriors whom you control, design, and assemble. Why is this sim in "Role-Player's Realm"? Because apparently it's a battle sim, where you must fight strategically (like Iron Storm). Let's hope it's as good as the pictures indicate.

Developed and published By Sony Computer Entertainment Available July

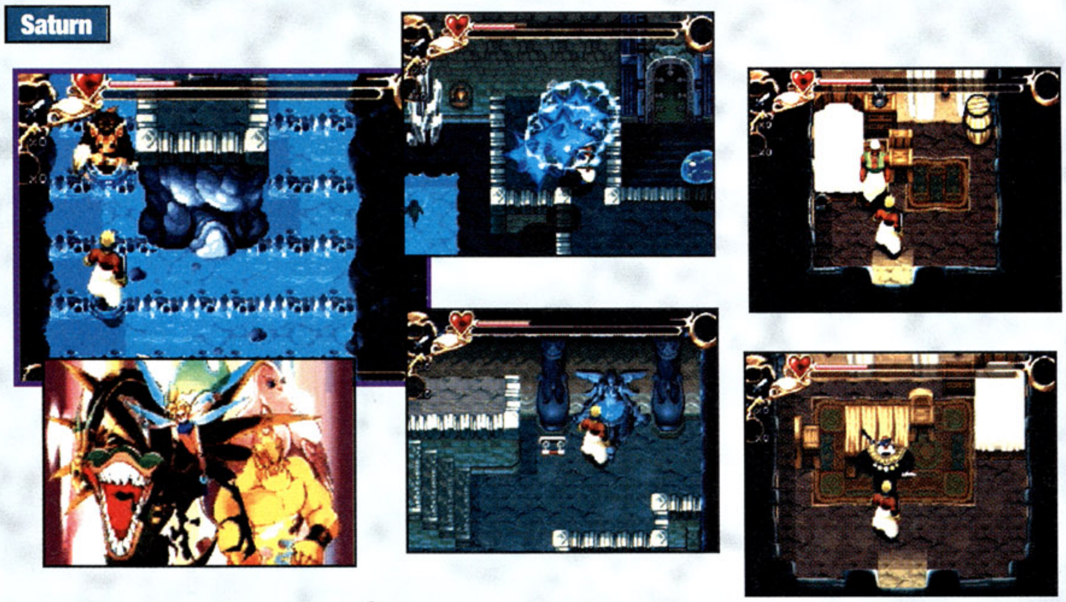


Legend of Oasis

Saturn

The sequel to last year's Beyond Oasis, Legend of Oasis looks better and adds two spirits to the game. The new game is also longer and more complex. Legend includes all the features that made the first game a winner, and it lets you shrink and expand your characters. Legend of Oasis should be fun, but for younger adventurers.

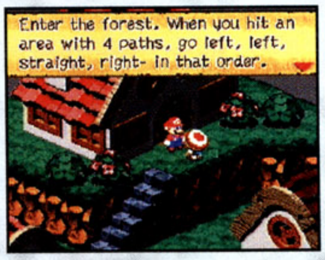
Developed by Ancient Published by Sega Available August



SUPER MARIO RPG

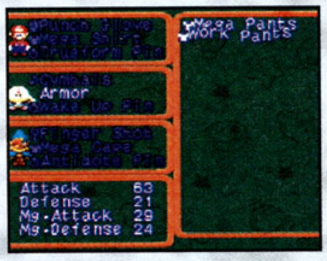
Geno's here! The next ally in Mario's world finally shows up, along with an old friend: Yoshi! Part 3 of our walk-through should take you right up to the next star.

By Scary Larry



Enter the forest. When you hit an area with 4 paths, go left, left, straight, right- in that order.

Stop at Gaz's place and listen to his fabulous tales of Geno the Magician. Don't take the treasures in the house in the upper right corner of the village. Instead, hit the switch inside, then talk to the man outside, and he'll tell you how to get to Geno.



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Punch Glove          Mega Pants
Mega Shirt           Work Pants
Trueform Pin
Cymbals
Armor
Wake Up Pin
Finger Shot
Mega Cape
Antidote Pin
Attack       63
Defense      21
Mg.Attack    29
Mg.Defense   24
```

Did you remember to fit Mario and Mallow for some new threads? Don't leave town until you do. And try to keep some Froggie Juice on hand as well. Now head out to The Forest Maze.

Run, Forest, Run!

In the forest, you'll come across tough enemies like:

Amanita

These spurious spores can do lots of damage, but regular hits will do them in.

Guerilla

Watch out! When he's angry, the guerilla throws rocks... big Mario-crushing rocks!

Octolot

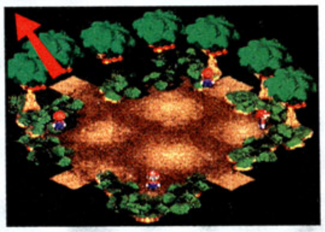
This guy is tough. Make him first on your hit list, using a combination of magic and regular double hits.

Wiggler

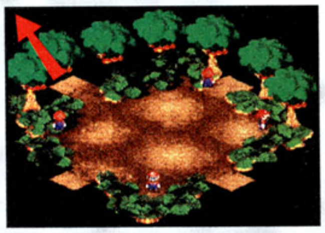
Use your magic to handle the slippery Wigglers.

Buzzer

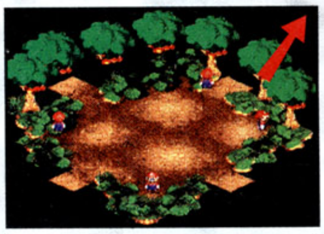
The Buzzers' sting is poisonous, so take these buggers out quickly.



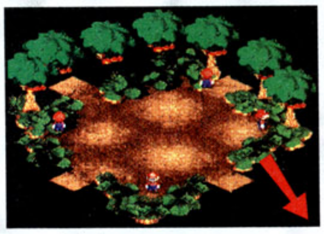
Before pursuing Geno, follow the villagers' instructions. When you come upon the forest maze, go left...



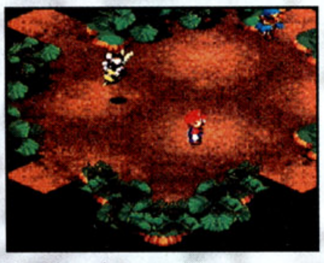
...left again...



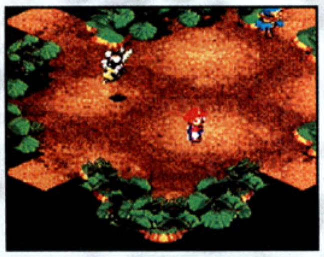
...straight...



...and right.

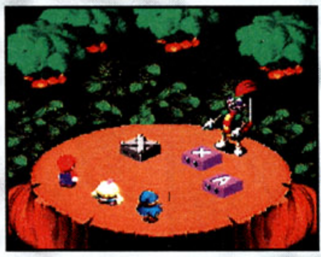


You'll end up at this tree root. Within, you'll find a trove of treasures, along with a Froggie Coin.

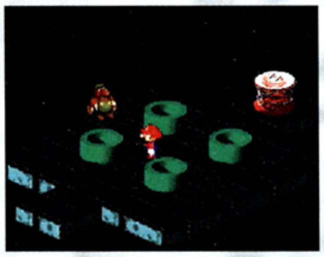


Now follow Geno as he scurries through the forest. If you lose sight of him, go to the left branch of the path and start over again.

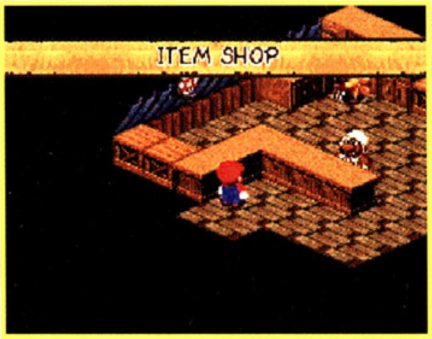
Bowyer



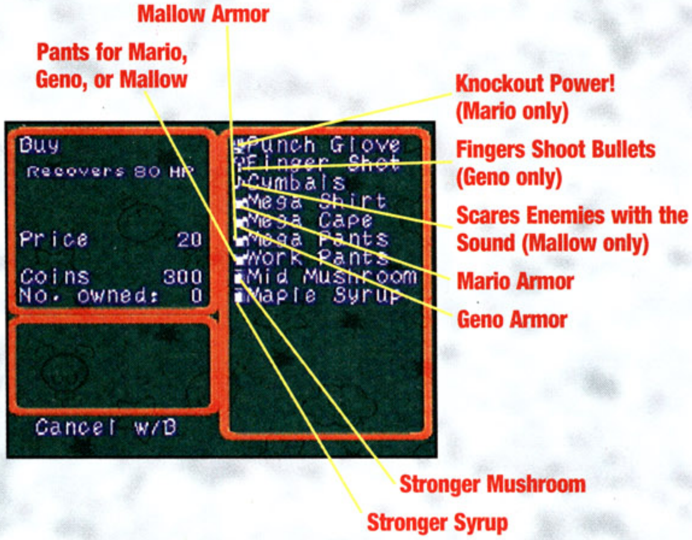
If you tracked Geno correctly, you'll end up at Bowyer, an arrow-flinging maniac. The key to fighting him is utilizing your players' individual strengths. Geno should use his Geno Beam (powered-up, it hits for 60 points of damage); Mario can use his Super Jump or Nok Nok Shell for about 30-40 points of damage per hit; and Mallow can heal the party with Froggie Juice and Honey Syrup.



After defeating Bowyer, you get your next star! Now it's off to the Pipe Vault, where there's a Goomba Thumping mini-game that awards cool prizes like Flower Tabs.



First stop in Moleville is the Item Shop, where you'll find:

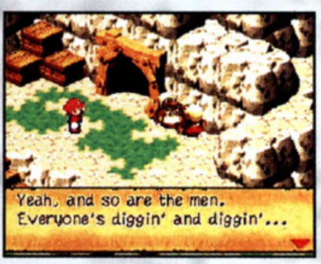


Buy
Recovers 80 HP
Price 20
Coins 300
No. owned: 0
Cancel w/B

Punch Glove
Finger Shot
Cymbals
Mega Shirt
Mega Cape
Mega Pants
Work Pants
Mid Mushroom
Maple Syrup

Mallow Armor
Pants for Mario, Geno, or Mallow
Knockout Power! (Mario only)
Fingers Shoot Bullets (Geno only)
Scares Enemies with the Sound (Mallow only)
Mario Armor
Geno Armor
Stronger Mushroom
Stronger Syrup

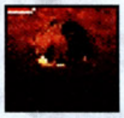
After the Pipe Vault, it's Yoshi time! Help Yoshi win the race so you can go into your next battle with Yoshi's help (in the form of Yoshi Cookies). Now you're off to Moleville.



Yeah, and so are the men.
Everyone's diggin' and diggin'...

After you're finished in the Item Shop, head into the mines and help find Dyna and Mite. You'll need the items, too, because you'll be facing...

Magmite



They don't respond to physical threats, so blast 'em with your magic.

Sparky

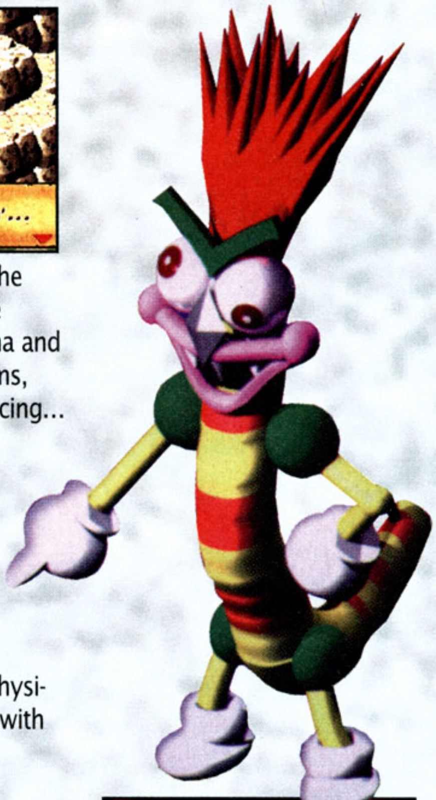
Use Mallow's Cymbals on Sparky for a 106-point hit.

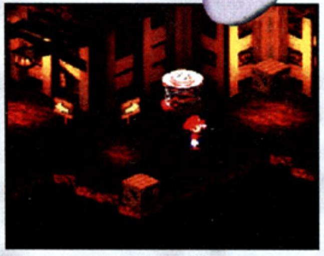
Bobomb

These guys are kamikazes. They hit only once, but for massive damage. Take them out first.

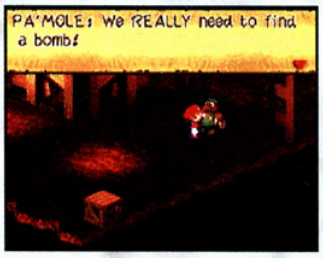
Cluster

Use Geno's Beam for a sure hit against this enemy.





Once inside the mine, you find that you need a bomb to blast through the wall. Where to find a bomb? Good question. Go back until you find the Jumping Board. When you jump on it, you'll run into your old friend Croc. This time, though, he's meaner, and he throws enemies at you, so bring along plenty of Pick Me Ups and Able Juice.

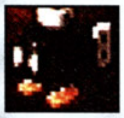


PA'MOLE: We REALLY need to find a bomb!

Once you get the bomb from Croc, you're off to Papa Mole, and whatever lies just beyond the wall...

Punchinello

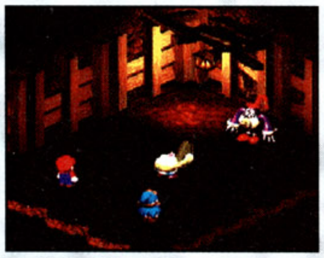
...which in this case happens to be Punchinello, one of the hardest bosses in the game. He'll start off by defending himself with...



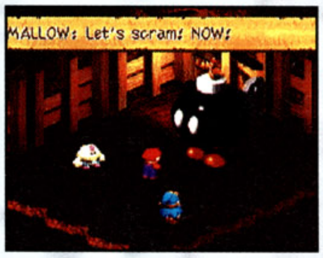
...Bobombs, then he'll progress to tossing...

...Maxi-bombs, and finally...

...the Mezzo Bomb.

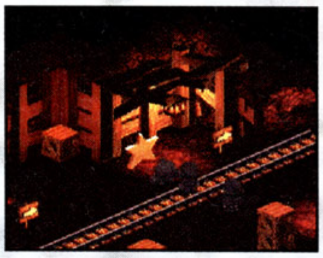


To defeat Punchinello, use regular hits (double-timed), and save the Flower Power for Mallow's HP Rain. Punchinello sends bombs your way, but you can heal from the damage if you persevere.



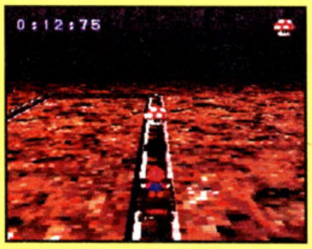
MALLOW: Let's scram! NOW!

Once you defeat Punchinello, he'll send this monster bomb after you. Don't fret...

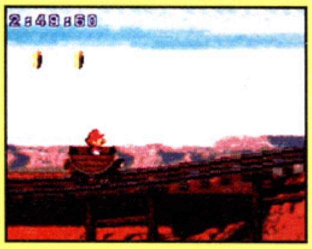


...because now you have the third star!

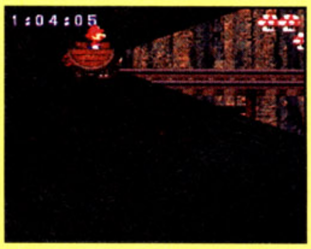
Mario's Wild Ride



Mario takes a short ride after helping the moles out. You can come back and ride over and over again to help build your coins up! Brake when near the corners, and use the mushrooms to accelerate.



In the second section, you'll side-scroll through the mines. Jump to maximize your coinage, but remember that speed is more important than coins here.



In the last section, just try to pick up mushrooms and race for the exit. Save a couple of mushrooms for the last straightaway.

Next Issue... the remaining stars!

FIGHT! ULTIMATE MORTAL KOMBAT 3 is hitting the Saturn, and that means more combos, fatalities, and fighters! Here's the lowdown on the new kids on the block, including their special moves and some combos.

By The Axe Grinder (Special thanks to Jason Steg)

SATURN

Finish Him!

Babalities and Friendships

To perform these two finishing moves, don't use the Block button on the deciding round. You can be anywhere onscreen when doing a Babality.

Animalities

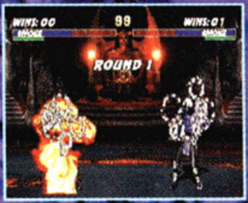
To perform one of these finishing moves, you must be on the third round and perform a Mercy. To execute a Mercy, hold Run and tap ↓, ↓, then release Run.

Stage Fatalities

To do a Stage Fatality, you must be in close to your opponent and be on the following stages: Hell Stage, The Subway, Shao Kahn Chamber, and The Bell Tower.

Human Smoke

HIDDEN CHARACTER



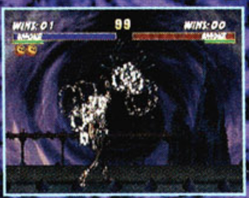
WINS: 00
99
WINS: 01
SMOKE
SMOKE
ROUND 1

To play as Smoke in his human form, pick the cyber-Smoke at the fighter-select screen. Then simultaneously press and hold (←, HP, B, HK, R) until the match starts. When the fight begins, cyber-Smoke explodes into human Smoke.

Finishing Moves

Fatalities

Smoke Decap



WINS: 01
99
WINS: 00
SMOKE
SMOKE

When in close, tap RN, BL, RN, RN, HK

Other Finishing Moves

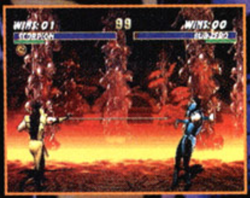
Stage Fatality
Tap →, ↑, ↑, LP

Babality
Tap ↓, ←, ←, →, HP

SCORPION

Special Moves

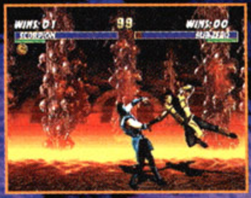
Scorpion Spear



WINS: 01
99
WINS: 00
SCORPION
SUB-ZERO

Tap ←, ←, LP

Teleport

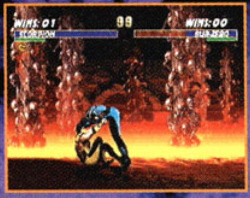


WINS: 01
99
WINS: 00
SCORPION
SUB-ZERO

Motion ↓ ↙ ← HP

Note: This move can also be done in the air.

Air Throw

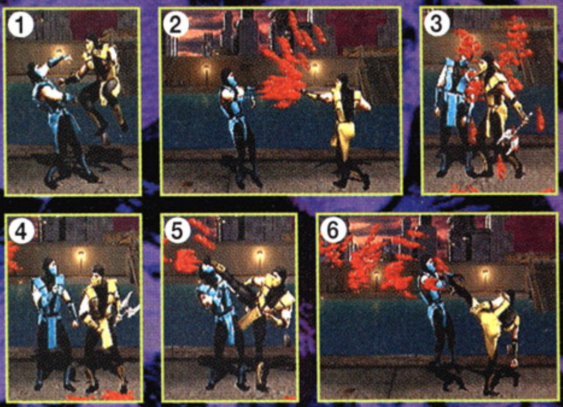


WINS: 01
99
WINS: 00
SCORPION
SUB-ZERO

During jump with opponent, tap BL

COMBOS

Six-Hit Teleport/Spear

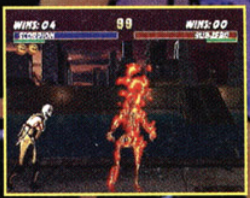


First, do the Teleport, followed by the Scorpion Spear, then tap HP, HP, HK, (→ HK)

Finishing Moves

Fatalities

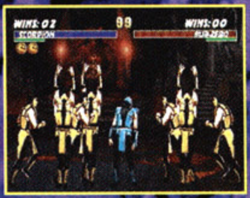
Hell Fire



WINS: 04
99
WINS: 00
SCORPION
SUB-ZERO

From jump distance, tap ↓, ↓, ↓, ↑, HK

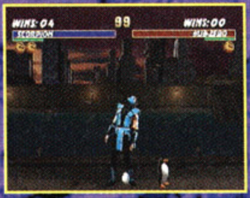
Scorpion Pack



WINS: 02
99
WINS: 00
SCORPION
SUB-ZERO

When in close, tap →, → ↓, ↑, RN

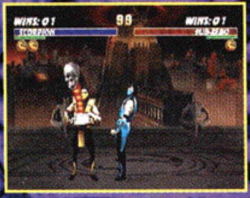
Animality



WINS: 04
99
WINS: 00
SCORPION
SUB-ZERO

When in close, tap →, ↑, ↑, HK

Friendship



WINS: 01
99
WINS: 01
SCORPION
SUB-ZERO

When in close, tap ←, →, →, ←, LK

More Combos

Four-Hit Slap Kick
Tap HK, HK, LK, LK

Four-Hit Roundhouse Finish
Tap HP, HP, HK, (← HK)

Three-Hit Elbow
Tap HP, HP, (↑ LP)

Other Finishing Moves

Stage Fatality
Tap →, ↑, ↑, LP

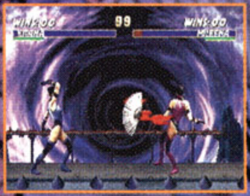
Babality
Tap ↓, ←, ←, →, HP

*For controller legend, see move list on page 110.

Kitana

Special Moves

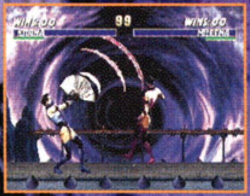
Fan Toss



Tap →, →, (HP LP)

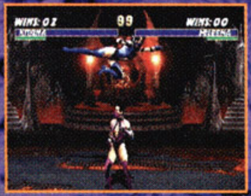
Note: This move can be done in the air.

Fan Lift



Tap ←, ←, HP

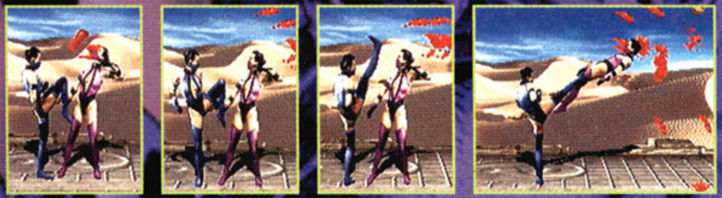
Flying Punch



Motion ↓ ↙ ← HP

COMBOS

Four-Hit Standing Kick

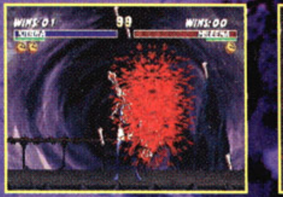


Tap HK, HK, LK, (← HK)

Finishing Moves

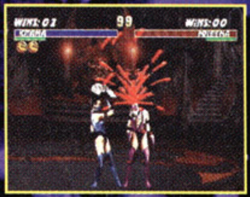
Fatalities

Kiss of Death



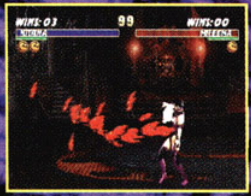
When in close, tap RN, RN, BL, BL, LK

Fan Decap



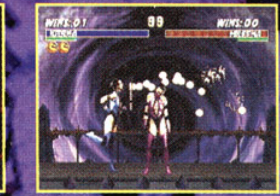
When in close, tap ←, ↓, →, →, HK

Animality



When in close, tap ↓, ↓, ↓, RN

Friendship



Tap ↓, ←, →, →, LP

More Combos

Four-Hit Standing
Tap HP, HP, (← LP), (→ HP)

Other Finishing Moves

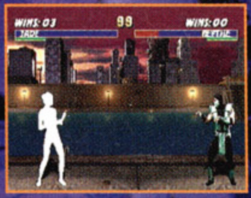
Stage Fatality
Tap →, ↓, ↓, LK

Babality
Tap →, →, ↓, →, HK

Jade

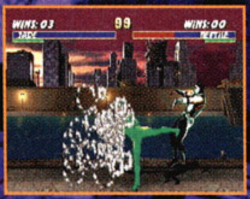
Special Moves

Projectile Invincibility



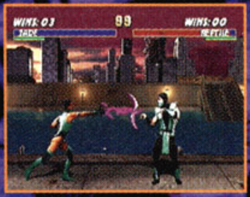
Tap →, ←, HK

Glowing Kick



Motion ↓ ↘ → LK

Boomerang



Tap ←, →, LP

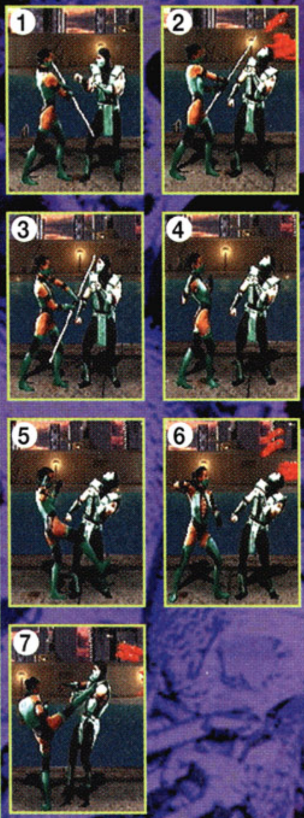
High Boomerang:
Tap ←, →, HP

Low Boomerang:
Tap ←, →, LK

Returning Boomerang:
Tap ←, ←, →, LP

COMBOS

Seven-Hit Stick Kick

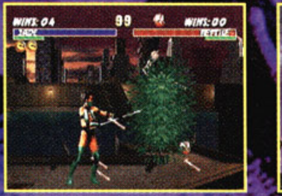


Tap HP, HP, (↓ LP), LK, HK, (← LK), (← HK)

Finishing Moves

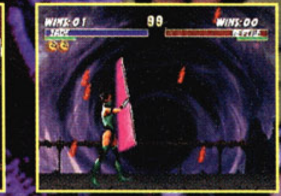
Fatalities

Stick Skinner



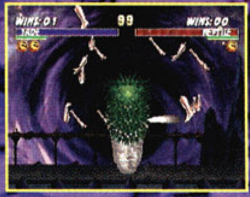
When in close, tap ↑, ↑, ↓, →, HP

Stick Impale



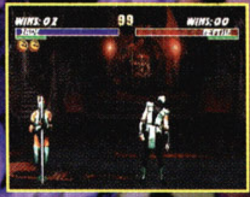
When in close, tap RN, RN, RN, BL, RN

Animality



When in close, tap →, ↓, →, →, LK

Friendship



Tap ←, ↓, ←, ←, HK

More Combos

Four-Hit Roundhouse
Tap HK, HK, LK, (← HK)

Four-Hit Stick Spin
Tap HP, HP, (↓ LP), (↓ HP)

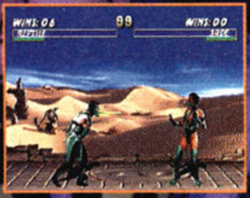
Other Finishing Moves

Babality
Tap ↓, ↓, →, ↓, HK

Reptile

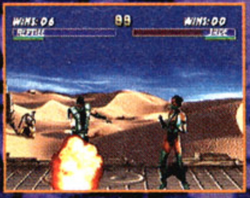
Special Moves

Acid Spit



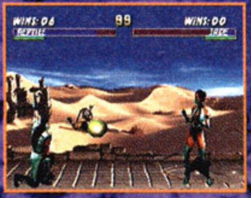
Tap →, →, HP

Invisibility



Tap ↑, ↑, ↓, HP

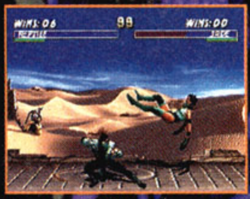
Slow Power Ball



Tap ←, ←, (HP LP)

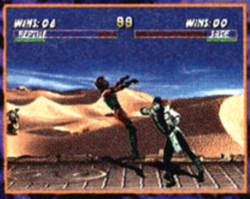
Fast Power Ball: Tap →, →, (HP LP)

Slide



Tap (← LP BL LK)

Elbow Smash



Tap ←, →, LK

Combos

Four-Hit Standing
Tap HP, HP, HK, (← HK)

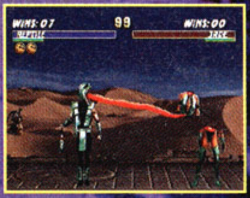
Three-Hit Quick Kick
Tap HK, HK, (← HK)

Five-Hit Power Ball
Tap HP, HP, (↓ LP), do a Fast Power Ball, uppercut

Finishing Moves

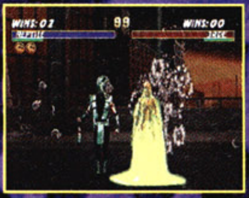
Fatalities

Tongue Lash



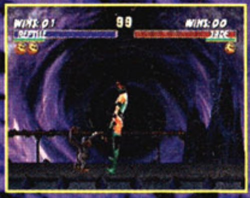
From jump distance, tap ←, →, ↓, BL

Acid Bath



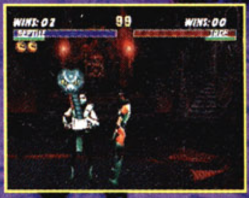
From sweep distance, tap →, →, ↑, ↑, HK

Animality



When in close, tap ↓, ↓, ↓, ↑, HK

Friendship



When in close, tap ↓, →, →, ←, HK

Other Finishing Moves

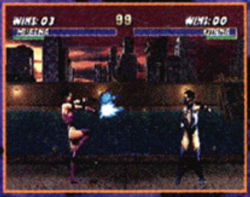
Stage Fatality
When in close, tap BL, RN, BL, BL

Babality
From jump distance, tap →, →, ←, ↓, LK

Mileena

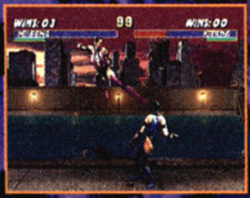
Special Moves

Sai Throw



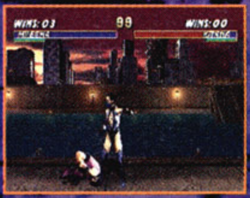
Charge HP two seconds, release HP

Teleport Kick



Tap →, →, LK

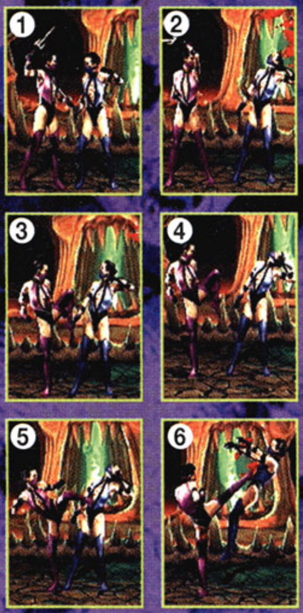
Ground Ball Roll



Tap ←, ←, ↓, HK

COMBOS

Six-Hit Sai Fury



Tap HP, HP, HK, HK, (↑ LK), (↑ HK)

More Combos

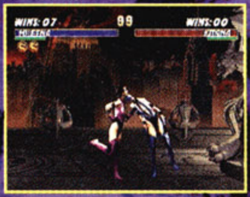
Six-Hit Roll
Tap HP, HP, HK, (→ LK), jump kick, do a Ground Ball Roll

Four-Hit Fist Slam
Tap HP, HP, (↑ LP), (↓ HP)

Finishing Moves

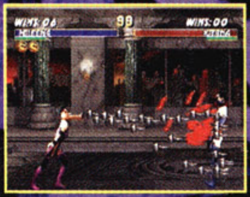
Fatalities

Man-Eater



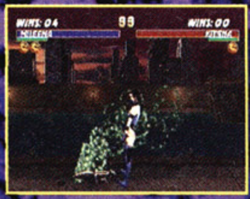
When in close, tap ↓, →, ↓, →, LP

Nail Spit



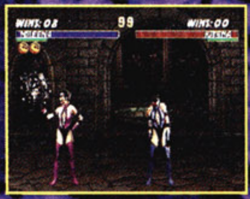
From far away, tap ←, ←, ←, →, LK

Animality



When in close, tap →, ↓, ↓, →, LK

Friendship



Tap ↓, ↓, ←, →, HP

Other Finishing Moves

Stage Fatality
Tap ↓, ↓, ↓, LP

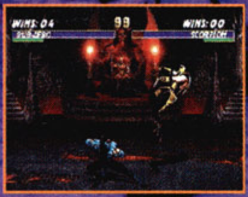
Babality
Tap ↓, ↓, →, →, HP

Old Sub-Zero

HIDDEN CHARACTER

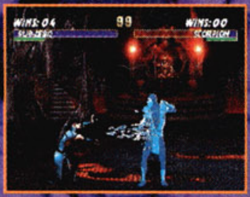
Special Moves

Slide


WINS: 04
99
WINS: 00
SUB-ZERO
SCORPION

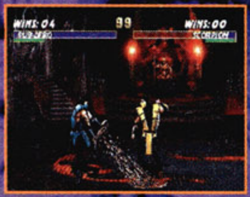
Tap (← LP BL LK)

Ice Blast


WINS: 04
99
WINS: 00
SUB-ZERO
SCORPION

Motion ↓ ↘ → LP

Ground Ice

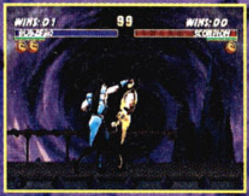

WINS: 04
99
WINS: 00
SUB-ZERO
SCORPION

Motion ↓ ↙ ← LK

Finishing Moves

Fatality

Blackout


WINS: 01
99
WINS: 00
SUB-ZERO
SCORPION

When in close, tap ↓, ↓, ↓, →, HP

Other Finishing Moves

Stage Fatality
Tap →, ↓, →, →, HP

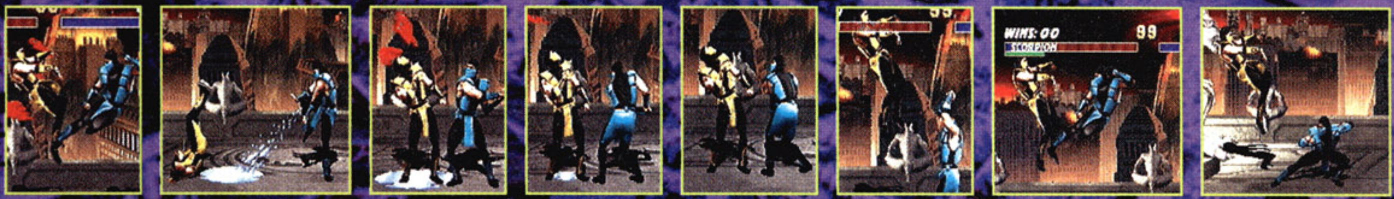
More Combos

Four-Hit Slam
Tap HP, HP, (↓ LP), (↓ HP)

Four-Hit Standing
Tap HP, HP, (← LK), (← HK)

COMBOS

Seven-Hit Sub Slide


WINS: 00
99
SCORPION

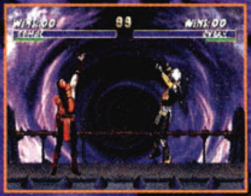
Do a neck kick, followed by a Ground Ice, tap HP, HP, (↓ LP), (↓ HP), jump kick, Slide

Ermac

HIDDEN CHARACTER

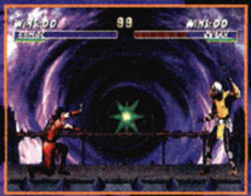
Special Moves

Telekinetic Lift


WINS: 00
99
WINS: 00
ERMAC
CYRAX

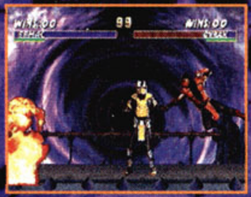
Tap ←, ↓, ←, HK

Glowing Ball


WINS: 00
99
WINS: 00
ERMAC
CYRAX

Motion ↓ ↙ ← LP

Teleport Punch

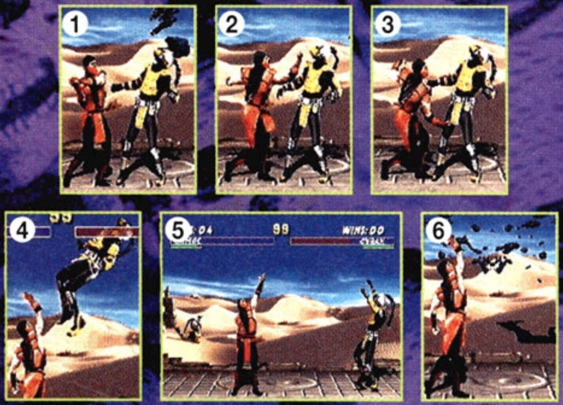

WINS: 00
99
WINS: 00
ERMAC
CYRAX

Motion ↓ ↙ ← HP

Note: This move can be done in the air.

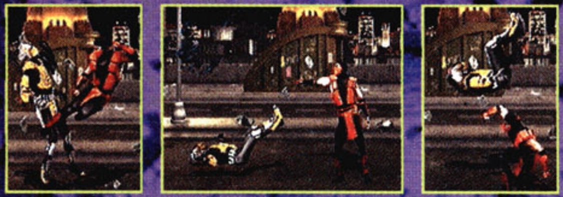
COMBOS

Five-Hit Punch-Out to Slam


1
2
3
4
5
6
04
99
WINS: 00
ERMAC
CYRAX

Tap HP, HP, (← LP), motion ↓ ↘ →, do a Telekinetic Lift, uppercut (or roundhouse)

Two-Hit Neck-Kick Slam



Neck kick, then immediately do a Telekinetic Lift into an uppercut or roundhouse

More Combos

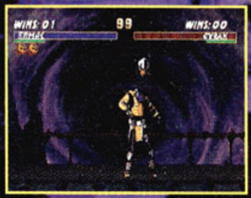
Five-Hit Standing
Tap HP, HP, (← LP), HK, LK

Four-Hit Kick Fury
Tap HK, HK, LK, (← HK)

Finishing Moves

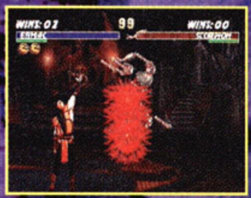
Fatalities

Decap Uppercut


WINS: 01
99
WINS: 00
ERMAC
CYRAX

When in close, tap RN, BL, RN, RN, HK

Telekinesis Explode


WINS: 02
99
WINS: 00
ERMAC
SCORPION

From sweep distance, tap ↓, ↑, ↓, ↓, ↓, BL

Other Finishing Moves

Stage Fatality
Tap RN, RN, RN, RN, LK

ULTIMATE MORTAL KOMBAT 3 Move List

Cyrax

Plasma Net
Tap ←, ←, LK

Teleport
Tap →, ↓, BL

Note: This move can be done in the air.

Close Bomb
Hold LK, tap ←, ←, HK

Far Bomb
Hold LK, tap →, →, HK

Air Throw
Tap ↓, →, BL, then when in close, tap (← LP) or (→ LP)

Note: Your opponent must be in the air.

Fatalities
Helicopter: From anywhere, tap ↓, ↓, ↑, ↓, HP

Self-Destruct: When in close, tap ↓, ↓, →, ↑, RN

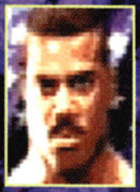
Stage Fatalities: Tap RN, BL, RN

Animality: When in close, tap ↑, ↑, ↓, ↓

Friendship: From anywhere, tap RN, RN, RN, ↑

Babality: Tap →, →, ←, HP

Jax



Single Missile
Tap ←, →, HP

Double Missile
Tap →, →, ←, ←, HP

Bionic Rush
Tap →, →, HK

Gotcha Grab
Tap →, →, LP

Ground Slam
Hold LK for three seconds, release LK

Back Breaker
While in the air, tap BL

Fatalities
Stomp: From far away, tap RN, BL, RN, RN, LK

Scissors: When in close, tap ↑, ↓, →, ↑

Stage Fatalities: Tap ↓, →, ↓, LP

Animality: Hold LP, tap ↓, ↓, ↓, →, release LP

Friendship: From outside sweep distance, tap LK, RN, RN, LK

Babality: Tap ↓, ↓, ↓, LK

Kabal

Fireball
Tap ←, ←, HP

Note: This move can be done in the air.

Web Spin
Tap ←, →, LK

Ground Saw
Tap ←, ←, ←, RN

Fatalities
Inflation: From a half-screen's distance away, tap ↓, ↓, ←, →, BL

Face of Death: When in close, tap RN, BL, BL, BL, HK

Stage Fatalities: Tap BL, BL, BL, HK

Animality: When in close, hold HP, tap →, →, ↓, →, release HP

Friendship: From anywhere, tap RN, LK, RN, RN, ↑

Babality: Tap RN, RN, LK

Kano

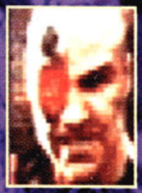
Kano's Vertical Ball

WINS: 01
STRYKER
99
WINS: 00
KANO

Tap →, ↓, →, HK

Spinning Ball
Hold LK for three seconds, release LK

Blade Toss
Motion ↓ ↙ ← HP



Blade Swipe
Motion ↓ ↘ → HP

Grab and Shake
Motion ← ↙ ↓ ↘ → LP

Air Throw
Hold BL while in the air

Fatalities
Skeleton: When in close, hold LP, tap →, ↓, ↓, →, release LP

Eye Beam: From a half-screen's distance away, tap LP, BL, BL, HK

Stage Fatalities: Tap ↑, ↑, ←, LK

Animality: When in close, hold HP, tap BL, BL, BL, release HP

Friendship: From outside sweep distance, tap LK, LK, RN, RN

Babality: Tap →, →, ↓, ↓, LK

Kung Lao

Hat Throw
Tap ←, →, LP

Teleport
Tap ↓, ↑

Spinning Shield
Tap →, ↓, →, RN

Air Diving Kick
While in the air, tap (↓ HK)

Fatalities
Death Spin: From far away, tap (RN BL), (RN BL), ↓

Hat Slice: From in close, tap →, →, ←, ↓, HP

Stage Fatalities: Tap ↓, ↓, →, →, LK

Animality: When in close, tap RN, RN, RN, RN, BL

Friendship: From outside sweep range, tap RN, LP, RN, LK

Babality: Tap ↓, →, →, LK

Liu Kang

High Fireball
Tap →, →, HP

Note: This move can be done in the air.

Low Fireball
Tap →, →, LP

Flying Kick
Tap →, →, HK

Bicycle Kick
Hold LK three seconds, release LK

Fatalities
Flame Engulf: From anywhere, tap →, →, ↓, ↓, LK

MK Drop: From anywhere, tap ↑, ↓, ↑, ↑, (RN BL)

Stage Fatalities: Tap RN, BL, BL, LK

Animality: From sweep distance, tap ↓, ↓, ↑

Friendship: From a full screen's distance away, tap RN, RN, RN, RN, ↓

Babality: Tap ↓, ↓, ↓, HK

Nightwolf

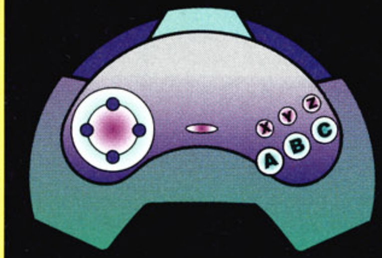
Arrow Attack
Motion ↓ ↙ ← LP

Hatchet Uppercut
Motion ↓ ↘ → HP

Shadow Charge
Tap →, →, LK

Chest Refect
Tap ←, ←, HK

Controller Legend



A = Low Punch (LP)
B = Run (RN)
C = Low Kick (LK)
X = High Punch (HP)
Y = Block (BL)
Z = High Kick (HK)
( ) = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Fatalities

Lightning Axe: From a half-screen's distance away, tap ←, ←, ↓, HP

Light: When in close, hold BL, tap ↑, ↑, ←, →, release BL, tap BL

Stage Fatalities: Tap RN, RN, RN, BL

Animality: When in close, tap →, →, ↓, ↓

Friendship: From outside sweep range, tap RN, RN, RN, RN, ↓

Babality: Tap →, ←, →, ←, LP

Sektor

Missile

Tap →, →, LP

Seeking Missile

Tap ↓, ↙, ←, HP

Teleport Uppercut

Tap →, →, LK

Note: This move can be done in the air.

Fatalities

Compactor: From sweep distance, tap LP, RN, RN, BL

Flamer: From a half-screen's distance away, tap →, →, →, ←, BL

Stage Fatalities: Tap RN, RN, RN, ↓

Animality: When in close, tap →, →, ↓, ↑

Friendship: From a full screen's distance away, tap RN, RN, RN, RN, ↓

Babality: Tap ←, ↓, ↓, ↓, HK

Sheeva

Teleport Stomp

Tap ↓, ↑

Ground Stomp

Tap ←, ↓, ←, HK

Fireball

Motion ↓ ↘ → HP

Fatalities

Skin: When in close, hold HK, tap →, ←, →, →, release HK

Ground Pound: When in close, tap →, ↓, ↓, →, LP

Stage Fatalities: Tap ↓, →, ↓, →, LP

Animality: When in close, tap RN, BL, BL, BL, BL

Friendship: From a full screen's distance away, tap →, →, ↓, →, pause, HP

Babality: Tap ↓, ↓, ↓, ←, HK

Sindel

Wave Scream

Tap →, →, →, HP

Float

Tap ←, ←, →, HK

Fireball

Tap →, →, LP

Air Fireball

During jump, tap ↓, ↘, →, LK

Floating Fireball

While floating, motion ↓ ↘ → LK

Fatalities

Death Scream: When in close, tap RN, RN, BL, BL, (RN BL)

Hair Death: From sweep distance, tap RN, RN, BL, RN, BL

Stage Fatalities: Tap ↓, ↓, ↓, ↓, LP

Animality: From anywhere, hold BL, tap →, →, ↑, HP

Friendship: From a full screen's distance away, tap RN, RN, RN, RN, RN, ↑

Babality: From anywhere, tap RN, RN, RN, ↑

Sonya

Ring Toss

Motion ↓ ↘ → LP

Flying Punch

Tap →, ←, HP

Rising Bike Kick

Tap ←, ←, ↓, HK

Leg Grab

Tap (↓ + (LP BL))

Fatalities

Kiss of Death: From a half-screen's distance away, hold (BL RN), tap ↑, ↑, ←, ↓, release (BL RN)

Purple Death: From anywhere, tap ←, →, ↓, ↓, RN

Stage Fatalities: Tap →, →, ↓, HP

Animality: Hold LP, tap ←, →, ↓, →, release LP

Friendship: Tap ←, →, ←, ↓, RN

Babality: Tap ↓, ↓, ↓, →, LK

Stryker

Stryker's Riot Gun

WINS: 01
99
WINS: 00

Tap ←, →, HP

Rushing Throw

Tap →, →, HK

Baton Takedown

Tap →, ←, LP

Low Grenade

Motion ↓ ↙ ← LP

High Grenade

Motion ↓ ↙ ← HP

Fatalities

Bomb Squad: When in close, tap ↓, →, ↓, →, BL

Tazer Death Gun: From far away, tap →, →, →, LK

Stage Fatalities: Hold BL, tap →, ↑, (↑ HK)

Animality: From sweep distance, tap RN, RN, RN, RN, BL

Friendship: From outside sweep range, tap LP, LP, RN, RN, LP

Babality: Tap ↓, →, →, ←, HP

Sub-Zero

Low Ice

Motion ↓ ↘ → LP

Ice Shower

Regular Ice Shower: Motion ↓ ↘ → HP

Near Ice Shower: Motion ↓ ↘ → ← HP

Far Ice Shower: Motion ↓ ↙ ← → HP

Ice Clone

Motion ↓ ↙ ← LP

Note: This move can be done in the air.

Slide

Tap (← LP BL LK)

Fatalities

Ice Breaker: When in close, tap BL, BL, RN, BL, RN

Statue: From sweep distance, tap ←, ←, ↓, ←, RN

Stage Fatalities: Tap ←, ↓, →, →, HK

Animality: When in close, tap ↑, →, ↑, ↑

Friendship: From outside sweep distance, tap LK, LK, RN, RN, ↑

Babality: Tap ↓, ↓, ←, ←, HK

Shang Tsung

Fireballs

One Fireball: Tap ←, ←, HP

Two Fireballs: Tap ←, ←, →, HP

Three Fireballs: Tap ←, ←, →, →, HP

Ground Fireball

Tap →, ←, ←, LK

Morphs

Cyrax: Tap BL, BL, BL

Ermac: Tap ↓, ↓, ↑

Kano: Tap ←, →, BL

Jade: Tap →, →, ↓, ↓, BL

Jax: Tap →, →, (↓ LP)

Kabal: Tap LP, BL, HK

Kitana: Tap →, ↓, →, RN

Kung Lao: Tap RN, RN, BL, RN

Liu Kang: Starting →, do a full circle clockwise

Mileena: Tap RN, BL, HK

Nightwolf: Tap ↑, ↑, ↑

Old Sub-Zero: Tap BL, BL, RN, RN

Reptile: Tap RN, BL, BL, HK

Scorpion: Tap ↓, ↓, →, LP

Sektor: Tap ↓, →, ←, RN

Sheeva: Hold LK, tap →, ↓, →, release LK

Sindel: Tap ←, ↓, ←, LK

Sonya: Tap (↓ RN LP BL)

Stryker: Tap →, →, →, HK

Sub-Zero: Tap →, ↓, →, HP

Fatalities

Spikes: When in close, hold LP, tap ↓, →, →, ↓, release LP

Soul: When in close, hold LP, tap RN, BL, RN, BL, release LP

Stage Fatalities: Hold BL, tap ↑, ↑, ←, LP

Animality: From sweep distance, hold HP, tap RN, RN, RN, release HP

Friendship: From outside sweep distance, tap LK, LK, RN, RN, ↓

Babality: Tap RN, RN, RN, LK

Smoke

Spear

Tap ←, ←, LP

Teleport Uppercut

Tap →, →, LK

Note: This move can be done in the air.

Air Throw

While in the air, tap BL

Invisibility

Hold BL, tap ↑, ↑, RN

Fatalities

Oblivion: From a full screen's distance away, tap ↑, ↑, →, ↓

Open Wide: From sweep distance, hold (RN BL), tap ↓, ↓, →, ↑

Stage Fatalities: Tap →, →, ↓, LK

Animality: From a half-screen's distance away, tap ↓, →, →, BL

Friendship: From a half-screen's distance away, tap RN, RN, RN, HK

Babality: Tap ↓, ↓, ←, ←, HK

THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

STREET FIGHTER ALPHA 2

Arcade

Street Fighter Alpha 2 expands upon the best 2D fighting game to date. While most of the basic skills from the original SFA (like air blocking, rolling on the ground, and super moves) remain the same, there are some improvements (newer, more animated backgrounds and more characters).

By Bruised Lee
(Special thanks to Ben and Dan)

New Alpha Counters

Each fighter has two Alpha Counters, and they can be performed with any kick or punch. See the following character profiles for instructions.

Custom Combo System

Like super moves, custom combos are performed by simultaneously pressing two punch buttons and one kick button, or two kick buttons and one punch button. This starts the limited shadow combo. During this time, players can chain any button or special moves together to score a high-hitting combo.

(Please refer to the controller legend on the last page.)

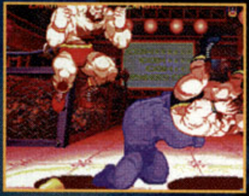
ZANGIEF

The enormous slab of muscle is back and better than ever. Although he doesn't have any new moves and plays similarly to his incarnation in Super Street Fighter Turbo, Zangief's new, slick animation makes him a more appealing fighter. His super moves pack a major punch.

Alpha Counters
Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

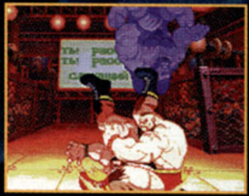
Super Moves

Flying Fist



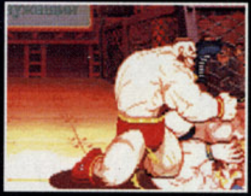
Motion ↓ ↘ → ↓ ↘ → K

Atomic Blaster



When in close, rotate the joystick 360 degrees twice starting from any direction, and tap P

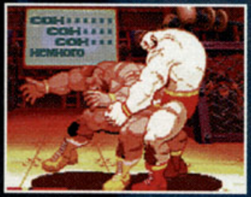
Running Body Press



Rotate the joystick 360 degrees starting from any direction, and tap K

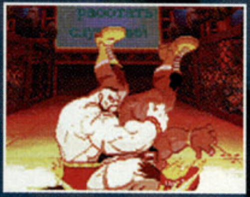
Note: You must be outside sweeping distance to perform this move.

Double German Suplex



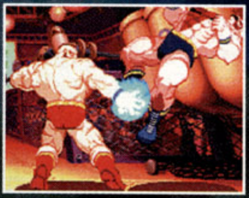
When in close, rotate the joystick 360 degrees starting from any direction, and tap K

Spinning Pile Driver



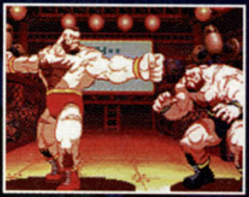
When in close, rotate the joystick 360 degrees starting from any direction, and tap P

Glowing Backhand



Motion → ↓ ↘ P

Spinning Lariat

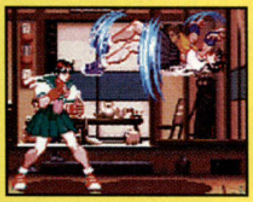


Tap (JP SP FP) or (SK FK RK)

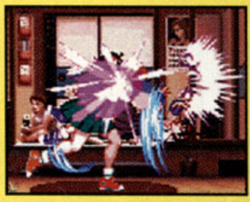
SAKURA

Said to be Ryu's biggest fan, Sakura looks more like Ryu's little sister. She basically has all of Ryu's moves, but her uppercut and Hurricane Kick have long, awkward arcs. This really changes the timing during a fight, especially for veteran Ryu players.

Alpha Counters



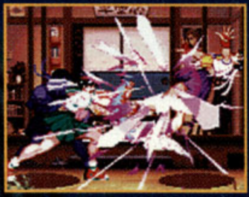
Motion ← ↙ ↓ K



Motion ← ↙ ↓ P

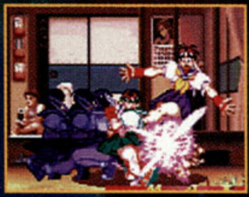
Super Moves

Vacuum Fireball



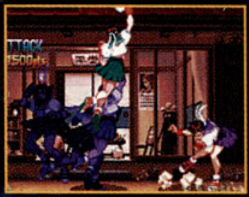
Motion ↓ ↘ → ↓ ↘ → P

Vacuum Hurricane Kick



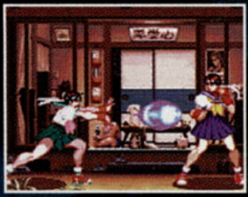
Motion ↓ ↙ ← ↓ ↙ ← K

Rising Uppercut Wave



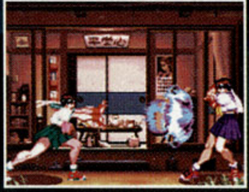
Motion → ↓ ↘ → ↓ ↘ P

Fireball



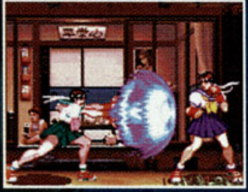
Motion ↓ ↘ → P

Medium Fireball



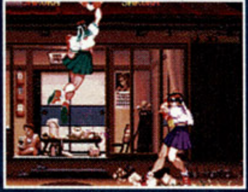
Motion ↓ ↘ → P, P

Large Fireball



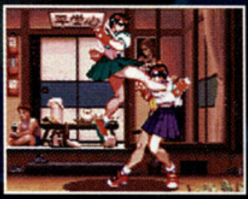
Motion ↓ ↘ → P, P, P

Uppercut



Motion → ↓ ↘ P

Hurricane Kick

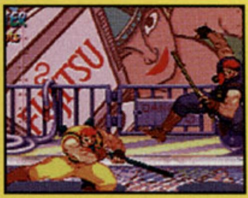


Motion ↓ ↙ ← K

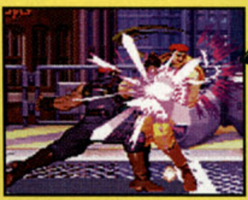
ROLENTO

A boss in the original Final Fight game, Rolento has been rejuvenated with most of his moves intact. He plays similarly to Fei Long and Vega – characters from previous SF entries. Most of his offensive moves are jump attacks.

Alpha Counters



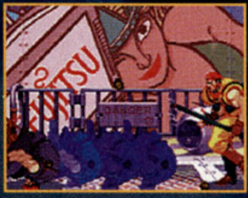
Motion ← ↙ ↓ K



Motion ← ↙ ↓ P

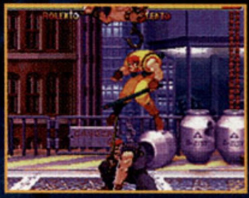
Super Moves

Fire Raid



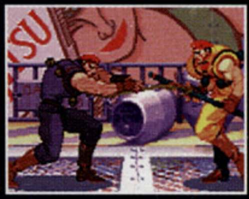
Motion ↓ ↙ ← ↓ ↙ ← P

Hanging Attack



Motion ↓ ↘ → ↓ ↘ → K

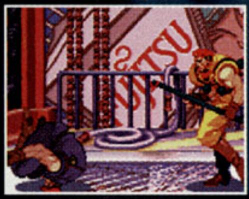
Baton Spin



Motion ↓ ↘ → P

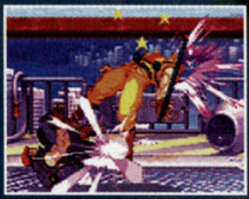
Note: This move can be chained up to three times.

Backward Spin



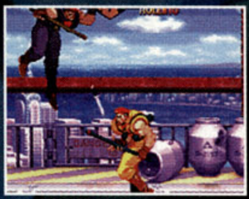
Motion ↓ ↙ ← P, then tap P again to attack

Forward Spin



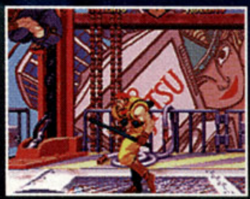
Tap (JP SP FP), then tap P again to attack

Knife Throw



Motion → ↓ ↘ K, then tap K to throw the knife

Wall Attack

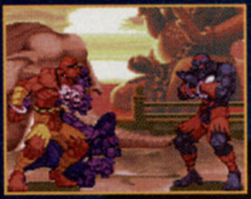


Motion ↓ ↙ ← K, then tap K or P to attack

DHALSIM

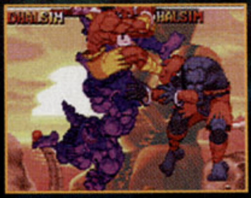
Super Moves

Super Yoga Blast



Motion ↓ ↘ → ↓ ↘ → P

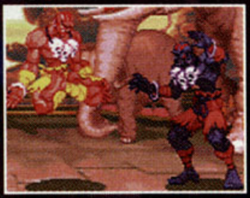
Yoga Throw



Motion ↓ ↘ → ↓ ↘ → K

Dhalsim also returns to the SF series. Now he can teleport in the air. However, his normal attacks have changed radically. Like Anakaris in Darkstalkers, his moves actually go through opponents, and don't even register a blocking animation if they connect.

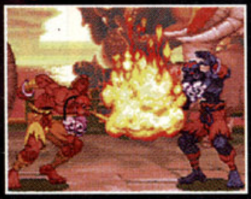
Teleport



Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion ← ↓ ↙ (JP SP FP) or (SK FK RK)

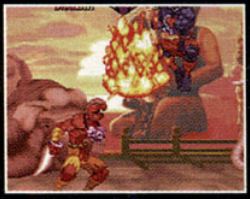
Note: This move can be performed in the air.

Yoga Flame



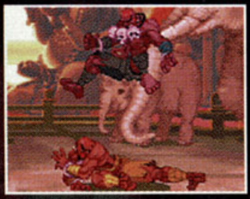
Motion → ↘ ↓ ↙ ← P

Yoga Air Flame



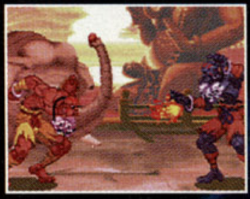
Motion → ↘ ↓ ↙ ← K

Ground Slide



Tap (↓ K)

Yoga Fire

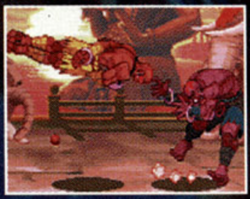


Motion ↓ ↘ → P

Alpha Counters

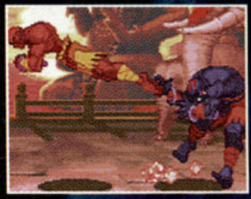
Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Head Drill



While in the air, tap (↓ FP)

Feet Drill



While in the air, tap (↓ K)

GEN

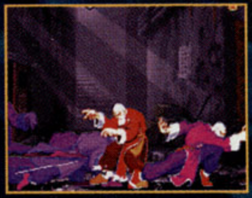
Gen can choose between two completely different fighting styles any time during a fight – an innovative first for a Capcom fighting game. However, Gen has only has a few special moves for his Mantis and Crane fighting styles. Gen is more an interesting character idea than he is a playable fighter.

Alpha Counters

Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Super Moves

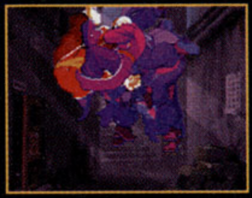
Mantis Charge



Motion ↓ ↘ → ↓ ↘ → P

Note: You must be in Mantis fighting style in order to perform this move.

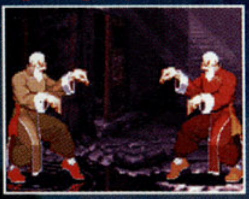
Crane Throw



Motion → ↓ ↘ → ↓ ↘ K

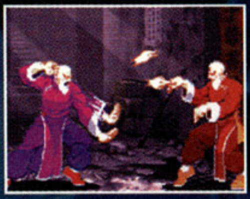
Note: You must be in Crane fighting style in order to perform this move.

Mantis Fighting Style



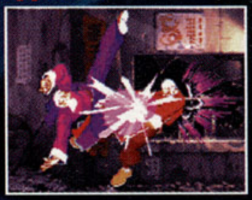
Note: The following moves are in Gen's Mantis style.

Mantis Fury



Tap P repeatedly

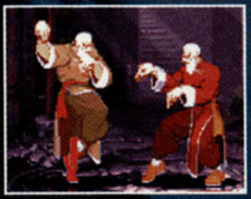
Mantis Kick Uppercut



Motion → ↓ ↘ K

Note: Keep tapping K for more

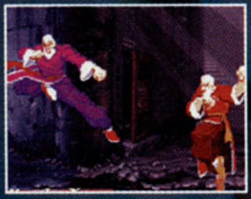
Crane Fighting Style



Tap (SK FK HK)

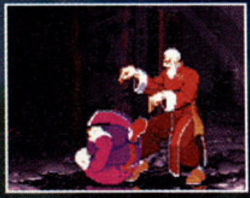
Note: The following moves are in Gen's Crane style.

Crane Dive



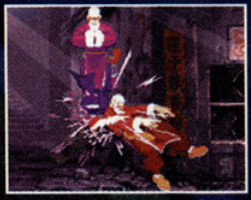
Hold ↓ for two seconds, tap (↑ K)

Crane Roll



Hold ← for two seconds, tap (→ P)

Crane Wall Dive



Hold ↓ for two seconds, tap (↑ K). When flying off the wall, tap ↑ ↓

STREET FIGHTER ALPHA 2 MOVE LIST

(Please refer to the controller legend on the following page.)

ADON

Jaguar Kick
Motion ↓ ↘ K
Note: The Jaguar Kick can be performed in the air.

Front Kick
Tap (↘ FK)

Jaguar Tooth
Motion → ↘ ↓ ↙ ← K

Jaguar Knee
Motion → ↓ ↘ K

Alpha Counters
Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Super Moves

Super Jaguar Kick

Motion ↓ ↘ → ↓ ↘ → K

Jaguar Breed Assault
Motion ↓ ↘ → ↓ ↘ → P

M. BISON

Demon Flight

Charge ↓ two seconds, tap (↑ P)

Slide
Tap (↘ RK)

Scissors Kick
Charge ← two seconds, tap (→ K)

Psycho Aura
Charge ← two seconds, tap (→ P)

Demon Stomp
Charge ↓ two seconds, tap (↑ K)

Teleport
Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion ← ↓ ↙ (JP SP FP) or (SK FK RK)

Alpha Counters
Motion ← ↙ ↓ P
Motion ← ↙ ↓ K

Super Moves

Super Psycho Crusher

Charge ← two seconds, tap →, ←, (→ P)

Knee Press
Charge ← two seconds, tap →, ←, (→ K)

AKUMA

Diving Kick

At the peak of jumping in, tap (↓ FK)

Overhead Chop
Tap (→ SP)

Spin Kick
Tap (→ FK)

Fireball
Motion ↓ ↘ → P

Red Fireball
Motion → ↘ ↓ P

Air Fireball
While jumping, motion ↓ ↘ → P

Hurricane Kick
Motion ↓ ↙ ← K
Note: The Hurricane Kick can be performed in the air.

Dragon Punch
Motion → ↓ ↘ P

Forward Roll
Motion ↓ ↙ ← P

Air Roll
Motion ↓ ↘ → ↗ P or K

Teleport
Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion ← ↓ ↙ (JP SP FP) or (SK FK RK)

Alpha Counters
Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Super Moves

Rising Dragon Wave

Motion ↓ ↘ → ↓ ↘ → P

Vacuum Fireball
Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← P

Aerial Vacuum Fireball
While in the air, motion ↓ ↘ → ↓ ↘ → P

CHUN-LI

Fireball

Motion ↓ ↘ → P

Heel Kick
While in the air, hold ↓, tap FK

Knee Flip
Tap (↘ RK)

Split Kick
Motion → ↘ ↓ ↙ ← K

Lightning Kick
Tap K repeatedly

Vertical Spin Kick
Charge ↓ two seconds, tap ↑, K

Alpha Counters
Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Super Moves

Super Vert Kick
Charge ↙ two seconds, tap ↘, ↙, ↑, K

Thousand-Burst Kick
Charge ← two seconds, tap →, ←, →, any K

Power Storm
Motion ↓ ↘ → ↓ ↘ → P

BIRDIE

Body Slam

Motion ↘ ↓ ↙ ← ↖ K

Head-Butt Charge
Charge ← two seconds, tap →, P

Turn-Around Head-Butt
Hold any two punch or kick buttons, then release
Note: The longer you hold the buttons, the more damage you inflict.

Chain Grab
Motion ↘ ↓ ↙ ← ↖ P

Alpha Counters
Motion ← ↙ ↓ P
Motion ← ↙ ↓ K

Super Moves

Leaping Chain Grab
Motion ↓ ↘ → ↓ ↘ → P or K

Mega Head-Butt Rush
Charge ← two seconds, tap →, ←, →, P

CHARLIE

Sonic Boom
Charge ← two seconds, tap →, P

Jumping Back-Kick
Tap (→ FK) or (← FK)

Charging Side-Kick
Tap (→ HK) or (← HK)

Flash Kick
Charge ↓ two seconds, tap ↑, K

Alpha Counters
Motion ← ↙ ↓ P
Motion ← ↙ ↓ K

Super Moves

Somersault Justice

Charge ↙ two seconds, tap ↘, ↙, ↑, K

Sonic Blade
Charge ← two seconds, tap →, ←, →, P

Crossfire Blitz
Charge ← two seconds, tap →, ←, →, K

Dan

Gale Kick
Motion ↓ ↙ ← K

Fireball
Motion ↓ ↘ → P

Dragon Punch
Motion → ↓ ↘ P

Alpha Counters
Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Super Moves

Fury Kick
Motion ↓ ↙ ← ↓ ↙ ← K

Vacuum Fireball
Motion ↓ ↘ → ↓ ↘ → P

Rising Dragon Wave
Motion ↓ ↘ → ↓ ↘ → K

Guy

Dashing Elbow

Motion ↓ ↙ ← P

Overhead Slam
Tap (→ SP)

Elbow Drop
While in the air, tap (↓ SP)

Bushido Running Side Kick
Motion ↓ ↘ → FK, FK

Bushido Running Stop
Motion ↓ ↘ → SK, SK

Bushido Short Jump Kick
Motion ↓ ↘ → RK, RK

Bushido Leap
Motion ↓ ↘ → P

Note: Tapping a punch button during the Bushido Leap causes Guy to perform the Dropping Elbow Attack. If Guy is above his opponent, tap Punch and he throws them.

Rising Spin Kick
Motion ↓ ↙ ← K

Alpha Counters
Motion ← ↙ ↓ P
Motion ← ↙ ↓ K

Super Moves

Bushido Rage
Motion ↓ ↘ → ↓ ↘ → K

Bushido Jump
Motion ↓ ↘ → ↓ ↘ → P

Ken

Dragon Punch

Motion → ↓ ↘ P

Overhead Axe Kick
Tap (→ FK)

Ground Roll
Motion ↓ ↙ ← P

Fireball
Motion ↓ ↘ → P

Hurricane Kick
Motion ↓ ↙ ← K

Note: The Hurricane Kick can be performed in the air.

Alpha Counters
Motion ← ↙ ↓ P
Motion ← ↙ ↓ K

Super Moves

Rising Dragon Wave
Motion ↓ ↘ → ↓ ↘ → P

Vertical Dragon Wave
Motion ↓ ↘ → ↓ ↘ → K

Ryu

Fireball
Motion ↓ ↘ → P

Overhead Punch
Tap (→ SP)

Spin Kick
Tap (→ FK)

Hurricane Kick
Motion ↓ ↙ ← K

Note: The Hurricane Kick can be performed in the air.

Dragon Punch
Motion → ↓ ↘ P

Alpha Counter
Motion ← ↙ ↓ P
Motion ← ↙ ↓ K

Super Moves

Vacuum Fireball

Motion ↓ ↘ → ↓ ↘ → P

Vacuum Hurricane Kick
Motion ↓ ↙ ← ↓ ↙ ← K

Rose

Cape Charge

Motion ↓ ↘ → K

Slide Kick
Tap (↘ FK)

Soul Spark
Motion ↙ ↓ ↘ → P

Soul Reflect (Absorb)
Motion ↓ ↙ ← JP

Soul Reflect (Horizontal)
Motion ↓ ↙ ← SP

Soul Reflect (Diagonal Up)
Motion ↓ ↙ ← FP

Soul Catch
Motion → ↓ ↘ P

Alpha Counters
Motion ← ↙ ↓ P
Motion ← ↙ ↓ K

Super Moves

Aura Soul Catch
Motion ↓ ↘ → ↓ ↘ → P

Aura Soul Spark
Motion ↓ ↙ ← ↓ ↙ ← P

Soul Illusion
Motion ↓ ↘ → ↓ ↘ → K

Sodom

Carpet Bomb
Motion ↓ ↘ → ↗ K

Slide Kick
Tap (↓ RK)

Jitte Slice
Motion ↓ ↘ → P

Power Bomb
Motion ↓ ↘ → ↗ P

Alpha Counters
Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Super Moves

Mega Jitte Slice

Motion ↓ ↘ → ↓ ↘ → P

Mega Power Bomb
Motion two 360-degree circles starting from any direction and press any punch button

Sagat

Tiger Crush
Motion → ↓ ↘ K

Low Tiger Shot
Motion ↓ ↘ → K

High Tiger Shot
Motion ↓ ↘ → P

Tiger Claw
Motion → ↓ ↘ P

Alpha Counters
Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Super Moves

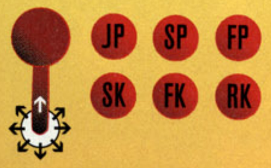
Tiger Cannon

Motion ↓ ↘ → ↓ ↘ → P

Tiger Genocide
Motion ↓ ↘ → ↓ ↘ → K

Tiger Raid
Motion ↓ ↙ ← ↓ ↙ ← K

The Controls



FP = Fierce Punch
JP = Jab Punch
SP = Strong Punch
FK = Forward Kick
RK = Roundhouse Kick
SK = Short Kick

Charge = Hold the direction indicated for the number of seconds indicated.
Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the directions indicated in sequence.
( ) = Execute commands in parentheses simultaneously.

Note: All instructions assume that your character is facing to the right. If they're facing to the left, reverse any Toward and Away commands.

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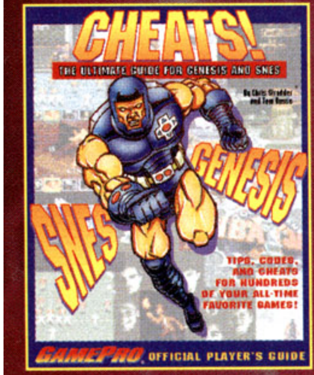
The Official Guide to Genesis and SNES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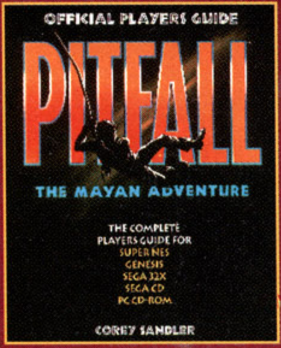
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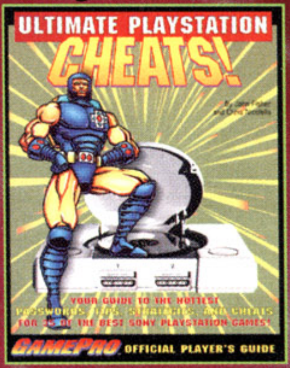
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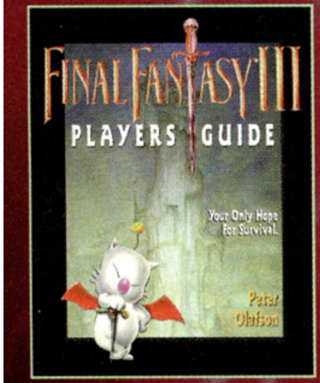
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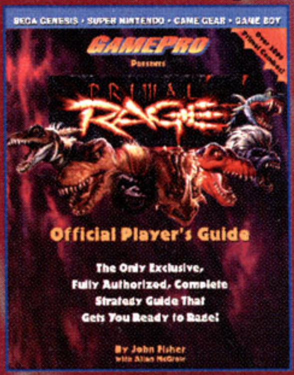
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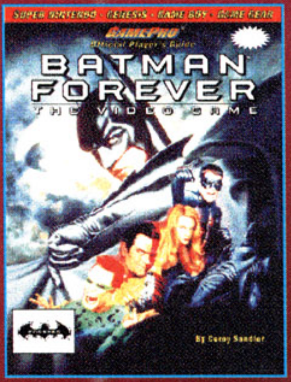
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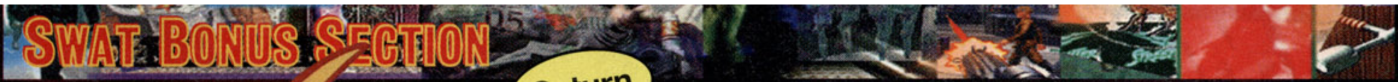


Saturn

NIGHT WARRIORS

Darkstalkers' Revenge

By Major Mike

Anakaris

(Mummy)

SPECIAL MOVES

Grand Wrap

Close Wrap:
Motion ↓ ↘ → LP

Mid-Screen Wrap:
Motion ↓ ↘ → MP

Far Wrap:
Motion ↓ ↘ → HP

Pharaoh's Curse
During jump, motion ↓ ↘ → P

Sarcophagus Slam

Close Slam:
Tap (LP LK)

Mid-Screen Slam:
Tap (MP MK)

Far Slam:
Tap (HP HK)

The Void
When an opponent throws a projectile, motion ↓ ↙ ← K

Retribution
After performing the Void, motion ↓ ↘ → K

Long Snake
Tap ← (→ P)

SUPER MOVES

Pharaoh Magic
Tap MK, LP, ↓, LK, MP

Hell Hole
Motion ← ↙ ↓ ↘ → any two kicks simultaneously

Pharaoh Spirit
Tap LP, LP, ↓, MK, HK

Bishamon

(Samurai)

SPECIAL MOVES

Upper Slash
When in close, motion → ↘ ↓ ↙ ← ↖ P

Spirit Hold
During jump, motion ↑ ↗ → P

The Impaler
Motion ← ↙ ↓ ↘ → P

The Divider
When Sword Toss connects, motion ↓ ↘ → P

The Retriever
When the Impaler connects, tap (← P)

Upper Slash
When Sword Flip connects, motion → ↓ ↘ P

Note: This move can be used as a Guard Reversal.

Spirit Strike

Long Spirit Strike:
Charge ← one second, tap →, P

Low Spirit Strike:
Charge ← one second, tap ←, K

SUPER MOVES

Bushido Crush
Motion → ↘ ↓ ↙ ← any two punches simultaneously

Warriors' Slash
Motion ← ↙ ↓ ↘ → any two kicks simultaneously

Demitri Maximoff

(Vampire)

SPECIAL MOVES

Stake Throw
When in close, motion → ↘ ↓ ↙ ← ↖ MP or HP

Hellfire
Motion ↓ ↘ → P

Note: This move can also be done in the air.

Spinning Uppercut
Motion → ↓ ↘ P

Note: This move can be used as a Guard Reversal.

Dashing Uppercut
Tap →, →, motion ↓ ↘ P

Fallen Angel
Motion ↓ ↙ ← K

Note: This move can also be done in the air.

SUPER MOVES

Midnight Fury
When in close, motion ↓ → ↘ any two punches simultaneously

Midnight Blast
Motion ↓ → ↘ (LK MK HK)

Donovan Baine

(Dark Hunter)

SPECIAL MOVES

Sword Surf

Horizontal Down:
During jump, tap (↓ LK)

Diagonal Down:
During jump, tap (↓ MK)

Vertical:
During jump, tap (↓ HK)

Sword Grapple
When in close, motion → ↘ ↓ ↙ ← P

Release Sword
Tap (LP LK) or (MP MK) or (HP HK)

Blizzard Sword
Motion ← ↙ ↓ ↘ → P

Flame Sword
Motion → ↓ ↘ P

Note: This move can be used as a Guard Reversal.

Lightning Sword
Motion ← ↓ ↙ P

SUPER MOVES

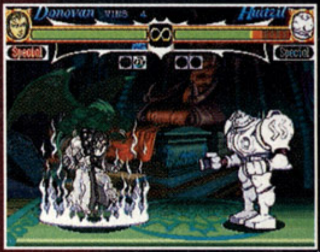
Spirit Crusher

Near Crush:
Motion ← ↙ ↓ ↘ → LK

Mid-Screen Crush:
Motion ← ↙ ↓ ↘ → MK

Far Crush:
Motion ← ↙ ↓ ↘ → HK

Demon Airlines
Tap MP, LP, ←, LK, MK



Felicia

(Catwoman)

SPECIAL MOVES

Scratching Post
When in close, motion → ↘ ↓ ↙ ← MK or HK

Rolling Smash
Motion ↓ ↙ ← P, then tap P rapidly

Rolling Slash
Motion ← ↙ ↓ ↘ P

Note: Tap P again to do an uppercut.

Litterbox Kick
Motion ↓ ↘ → K

Note: This move can be used as a Guard Reversal.

Lunge Kick
Motion ← ↓ ↙ K

SUPER MOVES

Rolling Fury
Motion → ↓ ↘ any two punches simultaneously

Cat Pack Attack
Motion ← ↙ ↓ ↘ → any two kicks simultaneously

Jon Talbain

(Werewolf)

SPECIAL MOVES

Roll Throw
When in close, motion → ↘ ↓ ↙ ← MK or HK

Jumping Luna's Hammer
During jump, motion ↗ → ↘ P

Luna's Hammer
Motion ↓ ↘ → P

Diagonal Luna's Hammer
Motion → ↓ ↘ P

Note: This move can be used as a Guard Reversal.

Nunchau Flail
Motion ← ↓ ↙ P

Blaze Kick
Tap ↓, (↑ K)

SUPER MOVES

Wolf Pack
Motion ← ↙ ↓ ↘ → any two kicks simultaneously

Beast Cannon
Motion → ↘ ↓ ↙ ← any two punches simultaneously

Huitzil

(Robot)

SPECIAL MOVES

Circuit Scrapper
When in close, motion → ↘ ↓ ↙ ← MP or HP

Genocide Falcon
Motion ← ↓ ↙ P

Plasma Beam

Low Beam:
Motion ↓ ↘ → LP

Normal Beam:
Motion ↓ ↘ → MP

Upper Beam:
Motion ↓ ↘ → HP

Missile Launcher

Near Launch:
Motion ↓ ↘ → LK

Normal Launch:
Motion ↓ ↘ → MK

Far Launch:
Motion ↓ ↘ → HK

Reflect Wall
Motion → ↓ ↘ P

Note: This move can be used only as a Guard Reversal.

SUPER MOVES

Final Zapper
Motion → ↓ ↘ any two kicks simultaneously

Firing Squad
Motion → ↘ ↓ ↙ ← any two kicks simultaneously

Lord Raptor

(Zombie)

SPECIAL MOVES

Air Walk
During jump, tap →, → or ←, ←

Stinger
During jump, tap (↓ K)

Coffin Maker
When in close, motion → ↘ ↓ ↙ ← P

Hell's Gate
Motion ← ↙ ↓ ↘ → K

Helicopter
Motion ↓ ↙ ← K

Note: This move can also be done in the air and can be used as a Guard Reversal.

Death Dance
Tap ↓, (↑ K)

SUPER MOVES

Death Voltage
Motion → ↘ ↓ ↙ ← (LK MK HK)

Evil Scream
Tap →, (← any two punches simultaneously)

Hell Dunk
Motion → ↓ ↘ any two punches simultaneously

Hsien-Ko

(Chinese Ghost)

SPECIAL MOVES

Air Walk
During jump, tap →, → or ←, ←

Spectral Slicer
When in close, motion → ↘ ↓ ↙ ← P

Dark Artillery

Horizontal Throw:
Motion ↓ ↘ → LP

Arc Throw:
Motion ↓ ↘ → MP

Vertical Throw:
Motion ↓ ↘ → HP

Cyclone Blade Dance
Motion → ↓ ↘ P

Phantom Reverb
Motion ↓ ↙ ← P

Note: This move can also be done in the air and can be used as a Guard Reversal.

SUPER MOVES

Ground Blade
Motion ← ↙ ↓ ↘ → any two kicks simultaneously

Rain of Pain
Tap LK, HK, MP, MP, ↑

Hsien-Ko
J.Talbain
Special
Special

Pyron

(Alien)

SPECIAL MOVES

Burning Planet
When in close, motion → ↘ ↓ ↙ ← MP or HP

Zodiac Fire
Motion → ↓ ↘ P

Galactic Voyage
Motion ← ↓ ↙ P or K

Note: This move can also be done in the air.

Soul Smasher

Horizontal Smasher:
Motion ↓ ↘ → LP

Diagonal-Up Smasher:
Motion ↓ ↘ → MP

Vertical-Up Smasher:
Motion ↓ ↘ → HP

Air Soul Smasher
During jump, motion ↑ ↗ → P

Orbital Blaze
During jump, motion ↓ ↙ ← K

SUPER MOVES

Atom Blast
Motion ← ↙ ↓ ↘ → any two punches or kicks simultaneously

NIGHT WARRIORS

Morrigan Aensland

(Succubus)

SPECIAL MOVES

Hell Ride
When in close, motion → ↘ ↓ ↙ ← MP or HP

Descending Sting
During jump, tap (↓ K)

Shadow Blade
Motion → ↓ ↘ P

Fire Bat
Motion ↓ ↘ → P

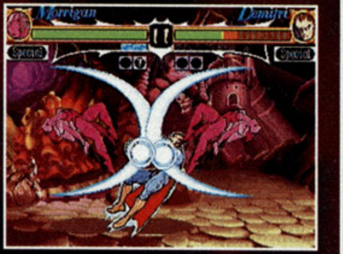
Diagonal Fire Bat
During jump, motion ↑ ↗ → P

SUPER MOVES

The Drill
Motion → ↘ ↓ ↙ ← K

Doppleganger
Tap LP, LP, →, LK, HP

Astral Vision
Tap LP, LP, →, MP, HP



Victor von Gerdenheim

(Frankenstein)

SPECIAL MOVES

Ground Pound
When grabbing an opponent, tap ↓, (↑ P)

Power Bolt Throw
When in close, motion ← ↙ ↓ ↘ → ↗ MP or HP

Whirlwind Punch
Motion ↓ ↙ ← P

Rush Punch
Charge ← two seconds, tap (→ P)

Rush Kick
Charge ← two seconds, tap (→ K)

Von Stomp
Motion ↓ ↙ ← K

SUPER MOVES

Thunder Strike
Charge ↓ two seconds, tap ↑, any two punches simultaneously

Dr. Assistant
Motion ← ↙ ↓ ↘ → any two kicks simultaneously

Victor
Felicia
Special
Special

Rikuo

(Merman)

SPECIAL MOVES

Crystal Lancer
When in close, motion → ↘ ↓ ↙ ← MP or HP

Frenzy
When in close, motion → ↘ ↓ ↙ ← MK or HK

Sonic
Motion ↓ ↘ → P
Note: This move can be used as a Guard Reversal.

Swamp Gas
Motion ↓ ↘ → K

Dorsal Saw
Tap ←, (→ P)

Jumping Drill
Tap ←, (← K)

SUPER MOVES

Sea Rage
Motion ← ↙ ↓ ↘ → any two punches simultaneously

The Geyser
Motion → ↘ ↓ any two kicks or punches simultaneously

Water Jail
Motion → ↓ ↘ any two punches simultaneously

Sasquatch

(Bigfoot)

SPECIAL MOVES

Big Swing
When in close, motion ← ↙ ↓ ↘ → ↗ MK or HK

Big Brunch
When in close, motion → ↘ ↓ ↙ ← MP or HP

Ice Fortress
Tap ↓, ↓, P

Frost Blast
Motion ↓ ↘ → P

Vortex Kick
Motion → ↓ ↘ K
Note: This move can be used as a Guard Reversal.

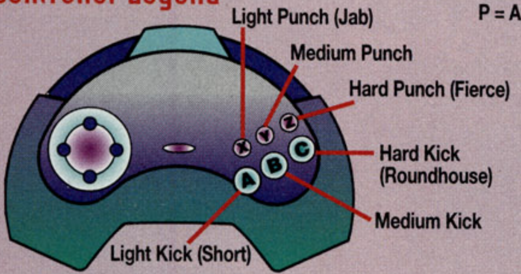
Big Cyclone
Motion ↓ ↙ ← K
Note: This move can also be done in the air.

SUPER MOVES

White Out
Motion ← ↙ ↓ ↘ → any two punches simultaneously

Ground Ice
Motion ← ↙ ↓ ↘ → any two kicks simultaneously

Controller Legend



K = Any Kick
P = Any Punch
R = All three Punches
L = All three Kicks

Motion = Move the joystick in one smooth, continuous motion
Tap = Tap the indicated buttons or directions in sequence
Charge = Hold the direction or button indicated for the time indicated
( ) = Execute commands in parentheses simultaneously

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Note: A super move can only be done when the Special Meter is full.

Dash and Retreat
Tap →, → to dash toward an opponent, or tap ←, ← to retreat.
Note: Victor cannot dash toward an opponent.

Dashing Through
Some characters (Demitri, Jon Talbain, Hsien-Ko, Morrigan, Felicia, and Huitzil) can dash past an opponent and get behind them.

Hit 'Em When They're Down
When an opponent is knocked down, quickly tap (↑ K) to hit them while they're on the ground.

Guard Reversals
While blocking an opponent's attack, perform a Guard Reversal to immediately be on the offensive.
Note: Anakaris and Pyron do not have Guard Reversals.

2 ON 2 OPEN ICE CHALLENGE

ARCADE

Hidden Players

At the "Enter Your Initials" screen enter any of the following codes:
Note: A _ indicates a blank space.

Name	Initials	Month	Day
Ted Barber	BAR	Dec	5
Heather Beach	HAB	Mar	24
Steve Beran	SAB	Aug	29
Chris Bobrowski	ME_	May	12
Ed Boon	EJB	Feb	22
Matt Booty	MVB	Apr	18
John Carlton	JMC	Aug	5
Jay Cohen	JNC	June	4
Matt Cooney	MJC	June	6
Xion Cooper	XC_	Aug	9
Steve Correll	RSC	Sept	16
Pat Cox	PGC	Apr	11
Bill Dabelstein	DOZ	Dec	31
Kevin Daley	J_R	Sept	15
Matt Davis	MJD	Aug	19
Warren Davis	WBD	Aug	17
Sal Divita	SAL	Feb	2
Paul Dussault	PGD	Dec	17
Brian Eddie	BRE	Apr	20
Nik Ehrlich	NIK	Nov	17
Joan Faux	JBF	July	17
Bridgitte Fedesna	BMF	May	9
Jennifer Fedesna	JKF	Feb	25
Eddie Ferrier	EF_	June	10
Pat Foley	PJF	Dec	23
Ray Gay	RMG	Aug	11
Eugene Geer	OEG	Nov	5
Jim Gentile	JPG	Jan	23
Tony Goskie	TWG	Dec	7
Jim Greene	JDG	May	31
Evil Haeger	JH_	July	13
Jack Haeger	JEH	July	13
Jack H. Haeger	JAH	Jan	6
Jennifer Hedrick	JJH	May	3
Jon Hey	JWH	Sept	20
Gordie Howe	G_H	Mar	31
Craig Janney	C_J	Sept	26
Eugene Jarvis	EPJ	Jan	27
Jeff Johnson	JBJ	Nov	4
Ed Keenan	EJK	Apr	10
Al Lasko	AL_	Aug	31
Mark Loffredo	ML_	May	25
John Lowes	JML	Nov	4
Andy Lycke	AL_	Nov	23
Mike Lynch	MJL	Feb	28
Ray Macika	REM	Mar	26
Luis Mangubot	LM_	Apr	18
Martin Martinez	MAM	Aug	7
Cary Mednick	CMM	July	2
Tony Metke	ARM	July	19
Dave Michicich	DLM	Aug	6
John Newcomer	JRN	June	18
Mike Ossian	OTT	Jan	11
Sheridan Oursler	SNO	Jan	3
Mark Penacho	MDP	Jan	13
Carlos Pesina	CCP	Nov	15
Jeff Peters	JTP	Dec	15
Jim Rohn	JR_	May	22
Maryann Rohn	MAC	July	7
Rebecca Scott	RS_	Sept	27
Ross Shaffer	FRS	Apr	13
Glenn Shipp	GWS	June	11
Jake Simpson	JMS	Feb	22
Jason Skiles	JMS	July	29
Kevin Stevens	KMS	Apr	15
Sidney Strong	SID	Feb	12
Dan Thompson	DJT	June	4
Art Tianis	AJT	Oct	23
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John Tobias	TOB	Aug	24
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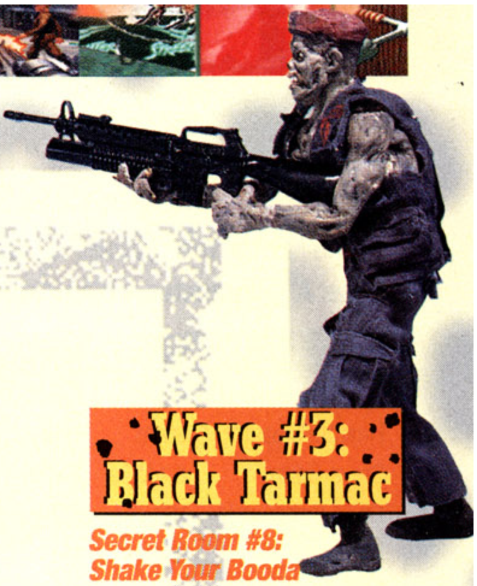
Mike Vinikour	MXV	Oct	14
Mike Waldron	MJW	Jan	9
Ken Williams	WKW	May	30
Christa Woss	CLW	July	9
Dave Zab	ZAB	May	28
Zarley Zalapski	ZBZ	Apr	22

SECRETS of AREA 51

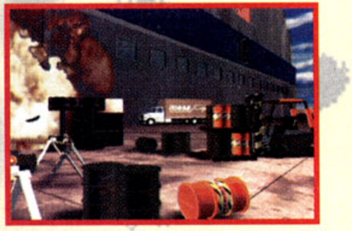


Area 51 is loaded with hidden stages and other goodies! Think you've found them all? Think again! Here's how to find some of the tougher hidden stages.

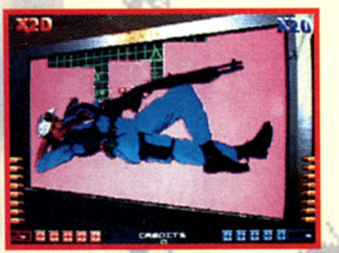
Note: Some of the hidden rooms differ depending on the serial number of the game. By Major Mike

Front Tarmac

Secret Room #1: X Marks the Spot



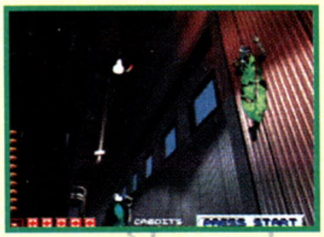
Immediately after the game starts, shoot the first ten hangar windows while you're outside on the tarmac.



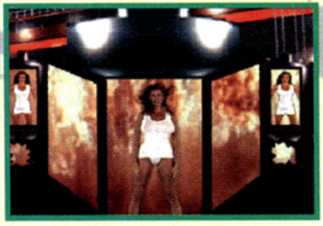
This room houses 44 puzzle pieces. Shoot them all, and you reveal a feast for the eyes! With two players, you can score over 45,000 points in this room.

Wave #2: Aircraft Hangar

Secret Room #2: Tank Top

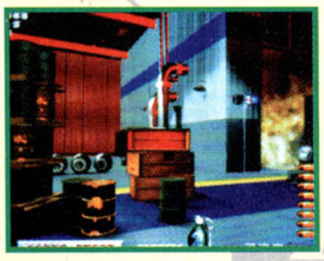


This is the hardest secret room to get into, and there is only one entrance. The only way to get to this hidden room is with two players. In Wave 2, shoot the 15 windows on the right side of the hangar just after you enter. Use several views of the windows to make sure you tagged them all.

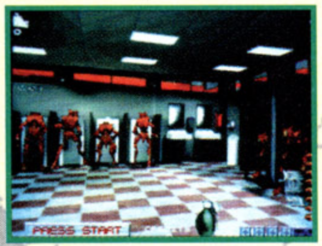


Once inside, you'll find 28 pieces, and you can score over 35,000 points.

Secret Room #3: Head Quarters



Shoot out the three emergency blue lights during the first lockdown. The lights are located by the red tractor truck (one to the left and two to the right). Shoot the one on the left when the camera quickly pans.

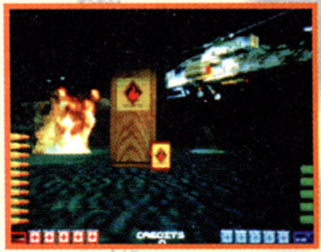


When you enter the room, you catch the aliens with their pants down. You must shoot 36 items in this room, and only six of them are aliens. You can score over 40,000 points here if you hit everything, so go trigger happy!

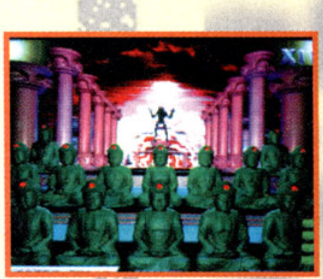
Wave #3: Black Tarmac

Secret Room #8: Shake Your Booda

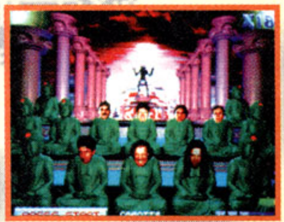
Note: This secret room is only in the first 2137 production units released of the game.



After jumping into the helicopter at the end of the wave, shoot the 11 exploding boxes. Once you're in the secret room, you can score over 50,000 points.

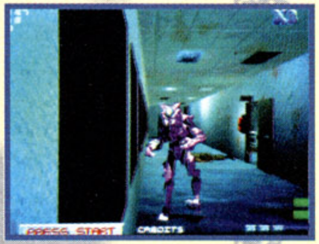


This room also has an Easter egg: You can see the faces of the Area 51 development team if you shoot the faces of the statues. You can also rack up big points by shooting the alien statue.

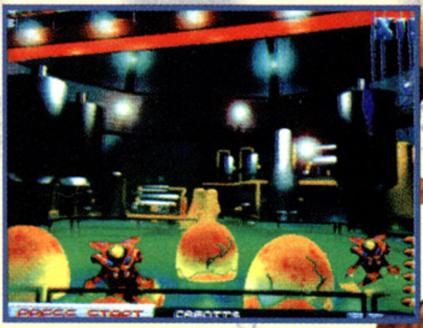


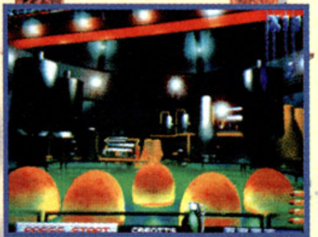
Wave #4: Administration Complex

Secret Room #9: Egg Cellent



When you enter the Administration Building, shoot the first exit sign and then the first three ceiling lights around it right after you cross the doorway into the first corridor.

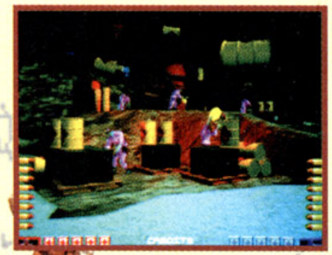




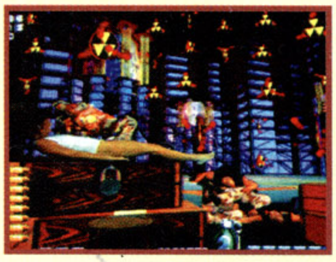
This lets you into a room with baby aliens just waiting to be blown away. You can score over 15,000 points here.

Wave #6: The Bunker

Secret Room #13: Chow Palace

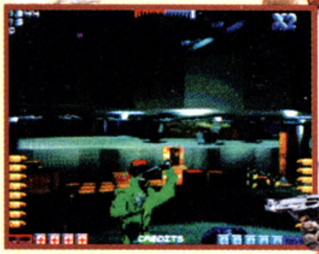


During the lockdown in this stage, shoot the 15 barrels the zombies lob your way.

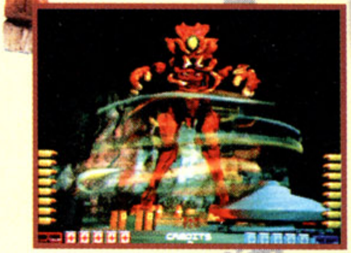


Chow Palace is loaded with weapon power-ups: 17 grenades, two shotguns, and two machine guns. This is also the only place you can see the Stage 2 aliens (the intermediate bioform between the Stage 1 zombies and the full-blown Stage 3 Kronomorph alien).

Secret Room #14: Get a Life!



Shoot all 24 objects in the pop-up section in this wave (it's easier to do if you have two players). Once you're inside, you get an extra life. Inside you'll also find a giant alien. You can run up your streak multiplier by shooting the alien, and there is no penalty for missing!



GAME ENHANCERS

Super NES (Game Genie)

Chrono Trigger

EEDD-7F5D	Start with a higher maximum HP
63DD-745D	Start with a higher maximum MP
BDDD-74ED	Start with maximum power
BDDD-777D	Start with maximum stamina
BDDD-775D	Start with maximum speed
BDDD-778D	Start with maximum magic
BDDD-77ED	Start with maximum hit ratio
BDDF-7D7D	Start with maximum evade
BDDF-7D5D	Start with maximum magic defense

Donkey Kong Country 2: Diddy's Kong Quest

Note: First, enter this Master Code:
E6EE-A7D7 + 6DAF-12EB + 6D8D-C33E or
E6EE-A7D7 + 6DA4-1A8B + 6D8F-C33E

C2A1-CE5B or C2A5-C37B	Infinite lives
EEC2-1A1D or EECC-CA4D	When your last Kong is hit, the other one returns
DD6C-C7D4 or DD62-C4A4	Pressing Select while paused exits any level, not just completed ones
C2B9-13B7 or C2B1-13F7	Kong Family Coins don't get used up
626D-432D	Start a new game with more Kremcoins
C2B9-1297 or C2B1-1A27	Kremcoins don't get used up
EDD0-735A	Mega jump for Diddy
E7D0-735A	Super jump for Diddy

The Mask

C282-1F0D	Infinite mask power
8EBF-3DD4	Mallet doesn't use any power
C961-146F	Infinite lives
82C0-476F	Get hit and you're invincible

Super Mario World 2: Yoshi's Island

1736-010D	Continue with 99 lives
CB69-006D + 3069-00AD	All levels are completed with 100 points
CB8A-64D5 + 108A-6405 + 1D26-AFA1	Power-ups don't get used up

Genesis (Game Genie)

Mortal Kombat 3

AMZT-GA5E	Both players take no damage
B4XT-KA62	Player One's first fight is against Smoke
CGXT-KA62	Player One's first fight is against Noob Saibot
HW1T-KAA4 + B41T-JAA6	All fights after first fight are against Smoke
HW1T-KAA4 + CG1T-JAA6	All fights after first fight are against Noob Saibot

Primal Rage

JA2A-AA7C	Infinite credits
AALA-AA9W	Start on Feast level
BJGT-CA4R + EVGT-CA5C	Infinite time
AALA-AA98 + BBGT-CA7L	Play bowling mini-game
RG4A-A6Y6	Player One is invincible
RG4A-A60G	Player Two is invincible

Shinobi III: Return of the Ninja Master

Note: Codes work only on default difficulty level

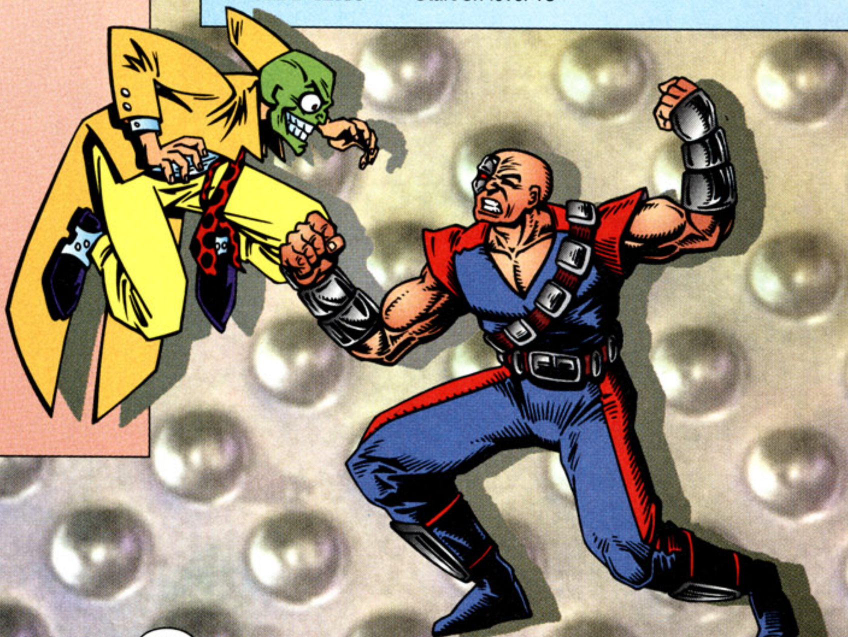
CJSA-EA7G	Infinite energy
CBTT-AG48	Start with 99 lives
AT1T-EA4E	Infinite ninjitsu items
Y2NA-DRJ2 + APTT-AND6	Start on round 7

Splatterhouse 3

DDBA-AA6A	Infinite lives
AT2A-AACY + LA2A-AAC6	Start with 100% power
AW5T-AA5G	Power doesn't decrease when you're mutated
B45A-AA8C + B5ET-AA2L	Power isn't lost when you're mutated and you clear the room of enemies
C4XT-EA7W	Clock doesn't run

Toy Story

BJDA-AA7A	Infinite lives
G2YA-AA7G	Invulnerability
CEBT-AAGJ	Start on level 18



GAME ENHANCERS

Super NES (Game Genie)

Toy Story

CEB9-3914	Infinite lives
C2B7-3914	Invincibility
DEA6-3DC4	Start on level 16
FDA6-3DC4	Start on level 17

WWF WrestleMania: The Arcade Game

C9D2-8FDA	Do mega damage and don't die
3CF0-7B91	Infinite time
CBF0-84DE + 6DF0-84AE	Combo meter is at maximum

Genesis (Game Genie)

Zombies Ate My Neighbors

A47A-AA6W	Infinite lives
TV2T-AGB4	Start with 900 shots in starting weapon
JK2T-AAB6	Start with soda-pop cans instead of squirt guns
AMWA-AA88	Infinite weapons once you have at least one
DDXT-AA2G	Infinite special items once you have at least one, except keys
AL8T-AA3G	Almost infinite health
AMVA-AA4G	Infinite keys once you have at least one
AK0A-AAB2	Start on level 2
AP0A-AAB2	Start on level 3
AV0A-AAB2	Start on level 4
AZ0A-AAB2	Start on level 5
A30A-AAB2	Start on level 6
A70A-AAB2	Start on level 7
BB0A-AAB2	Start on level 8
BF0A-AAB2	Start on level 9
BK0A-AAB2	Start on level 10
BP0A-AAB2	Start on level 11
BV0A-AAB2	Start on level 12
BZ0A-AAB2	Start on level 13
B30A-AAB2	Start on level 14
B70A-AAB2	Start on Level 15
CB0A-AAB2	Start on Level 16
CF0A-AAB2	Start on Level 17
CK0A-AAB2	Start on Level 18
CP0A-AAB2	Start on Level 19
CV0A-AAB2	Start on Level 20
CZ0A-AAB2	Start on Level 21
C30A-AAB2	Start on Level 22
C70A-AAB2	Start on Level 23
DB0A-AAB2	Start on Level 24
DF0A-AAB2	Start on Level 25
DK0A-AAB2	Start on Level 26
DP0A-AAB2	Start on Level 27
DV0A-AAB2	Start on Level 28
DZ0A-AAB2	Start on Level 29
D30A-AAB2	Start on Level 30
D70A-AAB2	Start on Level 31
EB0A-AAB2	Start on Level 32
EF0A-AAB2	Start on Level 33
EK0A-AAB2	Start on Level 34
EP0A-AAB2	Start on Level 35
EV0A-AAB2	Start on Level 36
EZ0A-AAB2	Start on Level 37
E30A-AAB2	Start on Level 38
E70A-AAB2	Start on Level 39
FB0A-AAB2	Start on Level 40
FF0A-AAB2	Start on Level 41
FK0A-AAB2	Start on Level 42
FP0A-AAB2	Start on Level 43
FV0A-AAB2	Start on Level 44
FZ0A-AAB2	Start on Level 45
F30A-AAB2	Start on Level 46
F70A-AAB2	Start on Level 47
GB0A-AAB2	Start on Level 48
GK0A-AAB2	Start on Son of Dr. Tongue bonus level
GP0A-AAB2	Start on Day of the Tentacle bonus level
GV0A-AAB2	Start on Someplace Very Warm bonus level
GZ0A-AAB2	Start on Curse of the Pharaohs bonus level
G30A-AAB2	Start on Mushroom Men bonus level
G70A-AAB2	Start on Cheerleaders vs the Monsters bonus level
GF0A-AAB2	Start on Monsters Among Us credit level

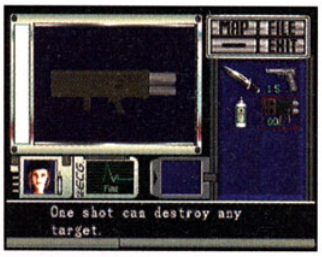
S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

PlayStation

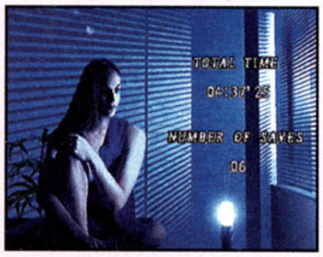
Resident Evil

Get the Rocket Launcher and Change Characters' Clothes

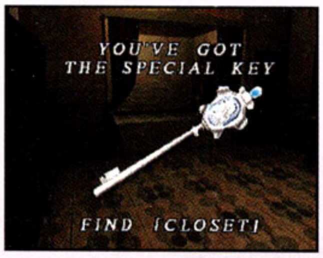


One shot can destroy any target.

Get the rocket launcher: To get the rocket launcher, finish the game as Jill or Chris in under three hours. After the credits roll, a rocket will launch into the air. Save the game to the memory card. Then start a new game using that data off the memory card. When you check Jill's inventory, there is a new weapon, the all-powerful rocket launcher. This will destroy zombies, Hunters, and other assorted monsters with one shot!

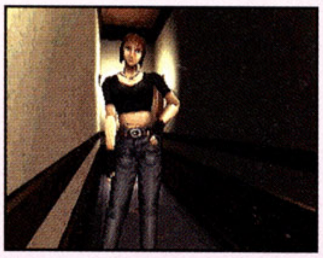


TOTAL TIME
04:37' 25
NUMBER OF SAVES
06



YOU'VE GOT THE SPECIAL KEY

FIND (CLOSET)

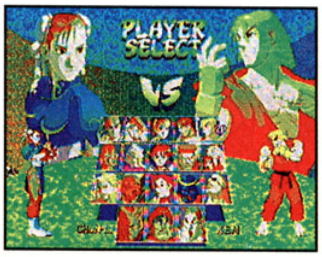


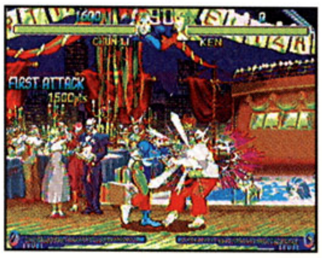
Change characters' clothes: First, you must finish the game and rescue your buddies in the process (Jill saves Chris and Barry; Chris saves Jill and Rebecca). After the credit sequence, a screen appears that says "You've Got the Special Key." Then save the game. Start the game you just saved, and when you go into the room with the giant mirror (you enter this room from the main hallway), you can unlock the door in the back. Now you can change your characters' clothes.

Arcade

Street Fighter Alpha 2

Chun-Li's Original Outfit and Secret Stages



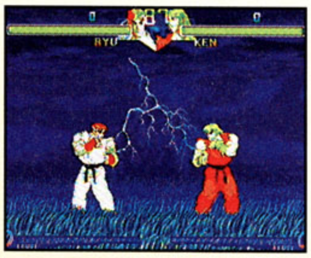


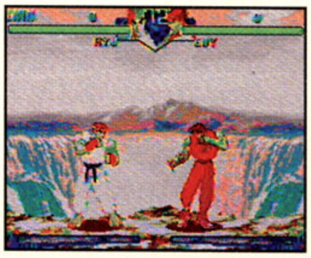
Chun-Li's original outfit: To get the outfit Chun-Li wore in Super Street Fighter 2 Turbo, at the Player Select screen, **press and hold Start** and move the cursor over Chun-Li. Leave the cursor over Chun-Li for five seconds. Then **press the following buttons** for these colors:

Any punch button:	Blue
All three punch buttons:	Green
Any kick button:	Pink
All three kick buttons:	Black

Secret Stages:

Note: These codes can only be done in two-player mode.





To fight at the Grassy Area, at the Player Select screen, either player should **press and hold Start.** Then move the cursor over Sagat and keep it on him for five seconds. Go to any character, **release Start, and press any button.** You will fight on a grassy field like the one in *Street Fighter II The Animated Movie.*

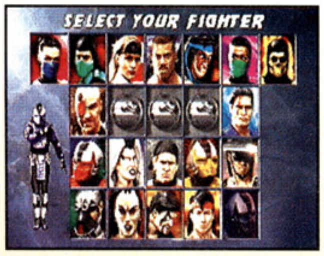
Eric-Glen A. Mariano
Pearl City, HI

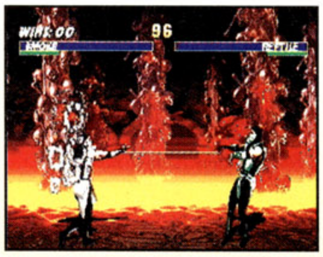
To fight at the Waterfall, at the Player Select screen, either player should **press and hold Start.** Then move the cursor over M. Bison and keep it on him for five seconds. Then go to any character, **release Start, and press any button.** You will fight at a waterfall.

Arcade

Ultimate Mortal Kombat 3

Play as Human Smoke


SELECT YOUR FIGHTER


WINS 00
SMOKE
96
REPTILE

For Player One: At the Select Your Fighter screen, pick Smoke and **press High Punch, High Kick, Block, Run, and hold Away (left) with the joystick simultaneously** until the match starts. Smoke will explode into human Smoke. He has the same moves as Scorpion.

For Player Two: Do the same as Player One, except **press Toward (right) with the joystick.**

Jeremy Bean
Rockwell City, IA

Super NES

ActRaiser 2

Special Passwords

To see a credit sequence with the game's programmers, enter the following password: MTkM SkTk HNSH

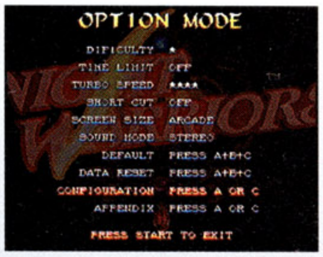
To fight the last boss from the first ActRaiser game, enter the following password: Xxxx Yyyy Zzzz

To go to the last stage of the game with 38 lives, enter the following password: MFMJ TVSY FVPX

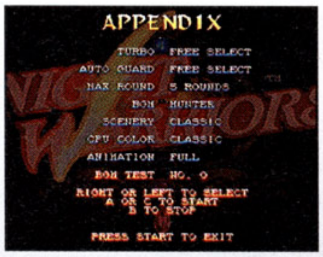
Saturn

Night Warriors: Darkstalkers' Revenge

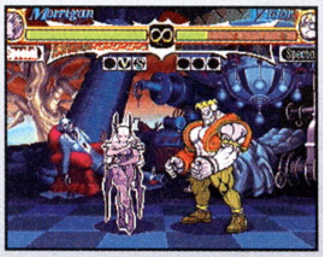
Appendix Mode



```
OPTION MODE
     DIFICULTY  ★
    TIME LIMIT  OFF
   TURBO SPEED  ★★★★
     SHORT CUT  OFF
   SCREEN SIZE  ARCADE
    SOUND MODE  STEREO
       DEFAULT  PRESS A+B+C
    DATA RESET  PRESS A+B+C
 CONFIGURATION  PRESS A OR C
      APPENDIX  PRESS A OR C
PRESS START TO EXIT
```



```
APPENDIX
      TURBO  FREE SELECT
 AUTO GUARD  FREE SELECT
  MAX ROUND  5 ROUNDS
        BGM  HUNTER
    SCENERY  CLASSIC
  CPU COLOR  CLASSIC
  ANIMATION  FULL
   BGM TEST  NO. 0
RIGHT OR LEFT TO SELECT
   A OR C TO START
     B TO STOP
PRESS START TO EXIT
```

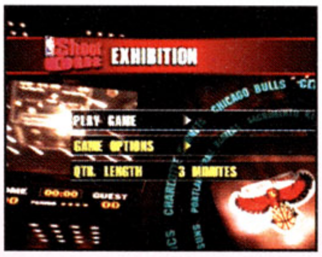

Morrigan
Victor

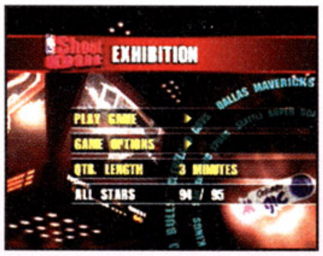
At the title screen, select Options. Once in Options, highlight Configuration, and quickly **press B, X, Down, A, and Y.** A new option, Appendix, will appear below Configuration. Now you can change the number of rounds, color, and even full animation.

PlayStation

NBA Shoot Out

All-Stars Arena


EXHIBITION
PLAY GAME
GAME OPTIONS
QTR. LENGTH
3 MINUTES
CHICAGO BULLS


EXHIBITION
PLAY GAME
GAME OPTIONS
QTR. LENGTH
3 MINUTES
ALL STARS
94 / 95
DALLAS MAVERICKS

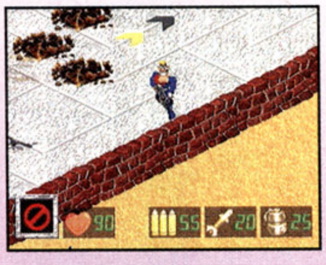
Go into Exhibition mode and **press ×.** This takes you to the Exhibition sub-menu. At this screen, **press R1, L1, R1, L1, R2, L2, R2, L2.** A new option will appear under Qtr. Length called All Stars. Turn it on and you can play in the All-Stars Arena.

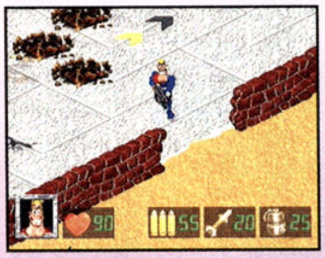
Erik Gayoso
Annapolis, MD

3DO

Captain Quasar

Make Walls Vanish





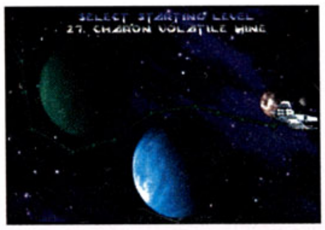
This cheat keeps you from wasting ammunition by destroying walls. Pause the game at any time and **press R Shift, L Shift, B, B, B, R Shift, L Shift, Up.** Unpause the game, and the wall in front of you will briefly disappear. Walk on through.

PlayStation

Descent

Turbo Mode, All Keys, Full Level Access, Mega-Wowie-Zowie, More Wowie-Zowie, Invincibility

INVULNERABILITY ON


SELECT STARTING LEVEL
27. CHARON VOLATILE MINE

To activate any of these codes, press the following buttons during gameplay, not when the game is paused. Words confirming each cheat will appear at the top of the screen after each one is entered.

Turbo mode: **Press** □, △, ○, □, ○, ×, □, ×, ○, △, □, ×.

All keys: **Press** □, ×, ○, △, ×, △, △, ×, △, ×, △, ×

Full level access (when you start a new game, you can go to any level): **Press** △, □, □, △, ○, ○, □, □, △, ○, □, □.

Mega-Wowie-Zowie (get every weapon fully stocked): **Press** △, □, ○, ×, △, □, ×, △, □, ×, ○, □.

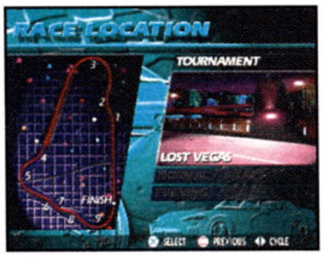
More-Wowie-Zowie (all the weapons fully stocked, full level access, and ten lives): **Press** △, ×, □, □, △, ○, ○, □, △, □, ○, ×.

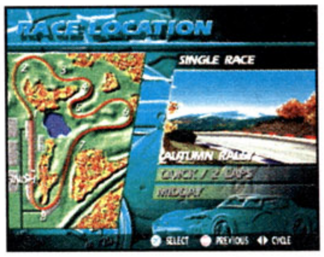
Invincibility: **Press** □, △, ○, □, □, △, ○, ○, □, △, □, ×.

PlayStation

The Need for Speed

Lost Vegas Track, Rally Mode, Monster Car and No-Mercy Mode

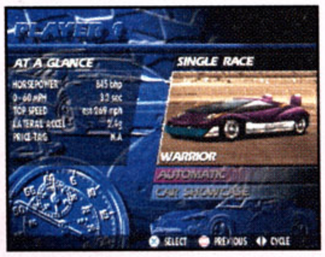

RACE LOCATION
TOURNAMENT
LOST VEGAS
FINISH
SELECT
PREVIOUS
CYCLE

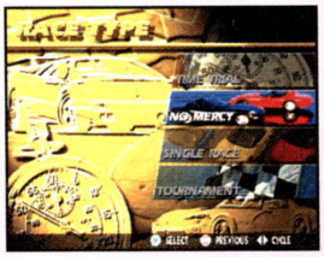

RACE LOCATION
SINGLE RACE
AUTUMN RALLY
QUICK / 2 LAPS
MIDDAY
SELECT
PREVIOUS
CYCLE

Lost Vegas track: Select Tournament and enter the following password: `TSYBNS` and **press Start.** When you cycle through the tracks at the Race Location screen, there will be a new track called Lost Vegas.

Note: The Lost Vegas track code must be entered for the following tricks to work.

Rally mode: After entering the Lost Vegas code, get out of Tournament mode and enter Time Trial, Head to Head, or Single Race. **Press and hold L1 and R1 simultaneously** at any track at the Race Location screen, and the name changes to Rally.


PLAYER 1
AT A GLANCE
HORSEPOWER 845 bhp
0-60 MPH 3.2 sec
TOP SPEED 269 mph
LATERAL ACCEL 2.4g
PRICE-TAG N.A
SINGLE RACE
WARRIOR
AUTOMATIC
CAR SHOWCASE
SELECT
PREVIOUS
CYCLE

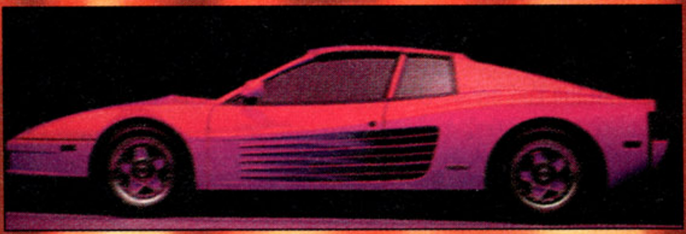

RACE TYPE
TIME TRIAL
NO MERCY
SINGLE RACE
TOURNAMENT
SELECT
PREVIOUS
CYCLE

Warrior car: Get out of Tournament mode and enter Time Trial, Head to Head, or Single Race. At the Car Select screen, **press and hold L1, L2, R1, and R2 simultaneously.** A new car, the Warrior, will appear. This is the best car in the game!

No-Mercy mode: At the Race Type screen, **press L1 and R1 simultaneously,** and Head to Head will change to No Mercy.

Arcade mode: At the Race Location screen, go down to the number of laps and **press and hold L1 and R1 simultaneously.** It will change to Arcade Mode.

Mohamed Fadil Zain Karim
Brampton, Ontario



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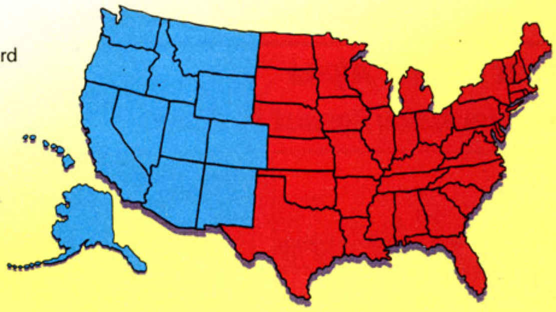

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3. Hardball 5	3. World Series Baseball	3. 1996 Olympic Summer Games	3. NBA Live '96
4. NBA Shoot Out	4. D	4. Toy Story	4. Toy Story
5. Die Hard Trilogy	5. Center Ring Boxing	5. Pocahontas	5. 1996 Olympic Summer Games
6. Resident Evil	6. Corpse Killer	6. Vectorman	6. Super Mario Kart
7 PO'ed	7. Virtua Cop	7. PGA Tour '96	7. Breath of Fire II
8. Alien Trilogy	8. Street Fighter Alpha	8. Gargoyles	8. Mega Man X3
9. Top Gun: Fire at Will	9. Virtua Fighter 2	9. FIFA International Soccer '96	9. Dirt Trax FX
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Super NES
6. **Ultimate Mortal Kombat 3**
Saturn
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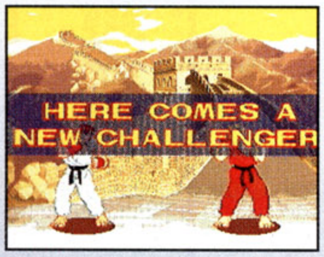
Super NES
8. **NBA Live '96**
Genesis
9. **Panzer Dragoon Zwei II**
Saturn
10. **Vectorman**
Genesis

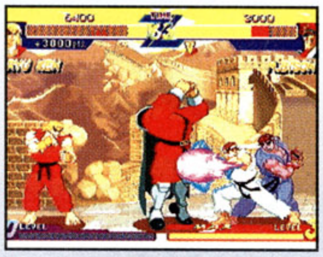
STREET FIGHTER ALPHA

Saturn

Street Fighter Alpha

Tag-Team Match Against M. Bison


HERE COMES A NEW CHALLENGER



Start a game and pick Arcade Mode. Player One should put the cursor on Ryu, **hold down L and R, and press Up, Up. Release L and R and then press Up, Up. Then press X once, then Start twice.** Player Two should put the cursor on Ken, **hold down L and R, and press Up, Up. Release L and R and then press Up, Up. Then press Z once, then Start twice.** You should be at Chun-Li's Great Wall stage, but before the fight begins you will be interrupted by M. Bison. Now both of you take him on.

PlayStation

Doom

Secret Level Passwords

Enter these passwords to enter the hidden levels.

The Military Base: 6LC!2FYTHK
(Accessed from Level 3, Toxin Refinery)

Fortress of Mystery: VZH96K4YMP
(Accessed from Level 15, Spawning Vats)

The Marshes: NM3BJ67SZ1
(Accessed from Level 29, Twilight Descends)

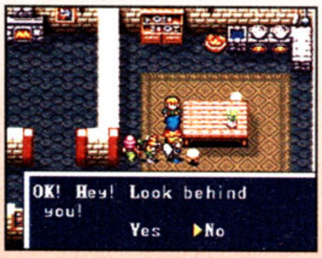
The Mansion: 8R!3WDDGDB
(Accessed from Level 44, Suburbs)

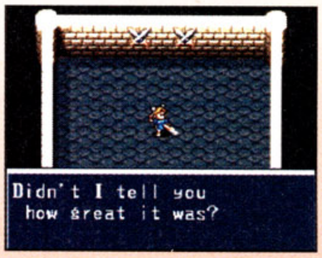
Club Doom: WWYZ8SSZSQ
(Accessed from Level 58, The Mansion)

Super NES

Breath of Fire

See Chun-Li


OK! Hey! Look behind you!
Yes ▶No

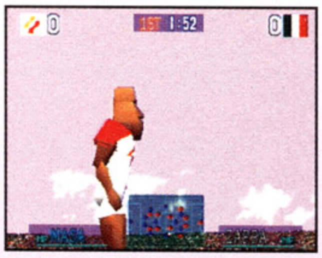

Didn't I tell you how great it was?

To see the famous Street Fighter character Chun-Li in this RPG, go to the town of Bleak. Once there, go see the man in the big house to the upper left of the town. He'll ask you to put money on the table. Do everything he says, and when he asks you to look behind you, say no two times, then yes on the third time. You will see Chun-Li practicing her thousand-kicks move.

PlayStation

Goal Storm

Easter Island Heads

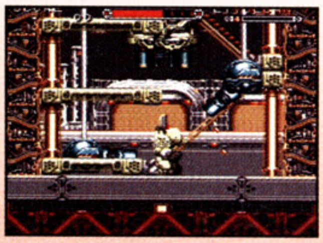


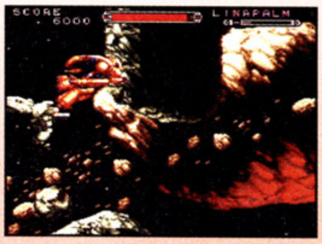
At the title screen, **press Up, Up, Down, Down, Left, Right, Left, Right, □, ○.** You'll hear the crowd roar. When you start the game, all your players will have stone Easter Island heads.

Super NES

Cybernator

Napalm Gun



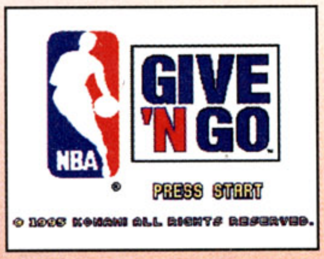


Start a game, and on the first stage, go to the boss without shooting any enemies. When you get to the end of the stage, just shoot the boss – do not hit the side guns. When the boss is destroyed, and you start the next mission, cycle through your armaments. There is a new weapon, Napalm.

Super NES

Give 'N Go

Hidden Difficulty


NBA
GIVE 'N GO
PRESS START
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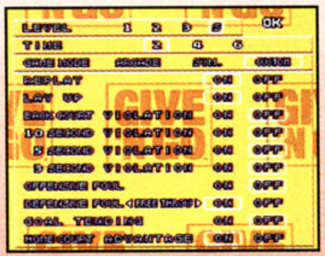


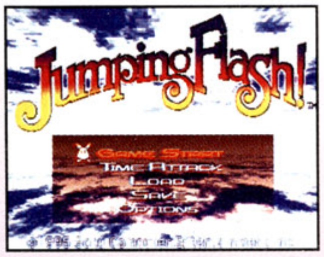
```
LEVEL                  1  2  3  S      OK
TIME                      2  4  6
GAME MODE      ARCADE    SIM.     CUSTOM
REPLAY                        ON   OFF
LAY UP                        ON   OFF
BACK COURT VIOLATION          ON   OFF
10 SECOND VIOLATION           ON   OFF
 5 SECOND VIOLATION           ON   OFF
 3 SECOND VIOLATION           ON   OFF
OFFENSIVE FOUL                ON   OFF
DEFENSIVE FOUL (FREE THROW)   ON   OFF
GOAL TENDING                  ON   OFF
HOME COURT ADVANTAGE          ON   OFF
```

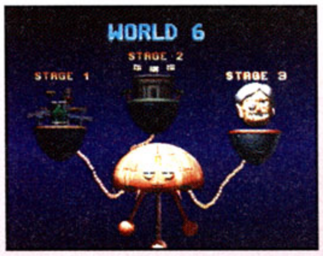
At the title screen, **press Up, Up, Down, Down, B, A.** Then at the Mode Select screen, go into Options. Once there, go into Rules/Difficulty. Next to Level is a new setting, S. This is a super difficulty setting.

PlayStation

Jumping Flash

World Select


Jumping Flash!
Game Start
Time Attack
Load
Save
Options


WORLD 6
STAGE 1
STAGE 2
STAGE 3

At the title screen, put the cursor next to Game Start and **press Up, Up, Down, Down, X, X, Left, Right, Left, Right,** ×, △, ×, △. The box at the bottom of the screen turns red. Now when you start a game, **press Right** and you can go to any world in the game.

Sega CD

Wild Woody

Stage Travel, Fill Sketch Book, Refill Energy, Stage Select, and Restore Woody to Full Pencil Status

Wild Woody
PRESS START
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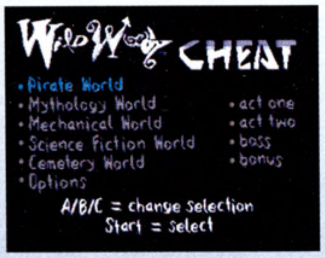


Wild Woody CHEAT
- Pirate World
- Mythology World
- Mechanical World
- Science Fiction World
- Cemetery World
- Options

- act one
- act two
- boss
- bonus

A/B/C = change Selection
Start = Select

At the title screen, **press and hold A and C on Controller One and Left and B on Controller Two.** You will hear a strange sound. When you start a game, **do any of the following on Controller Two** to enable these cheats:

To go anywhere in the stage: **Press and hold C.**

To fill the sketch book: **Press B repeatedly.**

To refill energy: **Press A.**

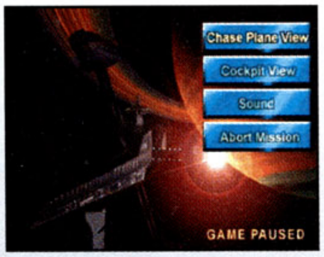
To enable a stage select: **Press Start.**

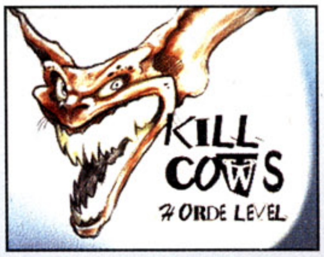
To restore Woody to full pencil status after using sketch power-up: **Press B.**

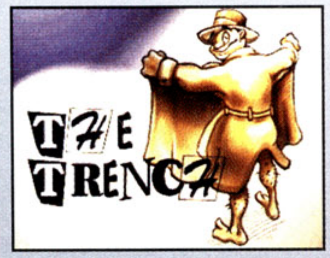
Saturn

Solar Eclipse

Secret Levels


Chase Plane View
Cockpit View
Sound
Abort Mission
GAME PAUSED


KILL COWS
HORDE LEVEL



To access these hidden levels, start a game and pause it. Then enter the following:

Horde Level: **Press Right, Down, Down, Left, B, Up, Down.**

Trench Level: **Press Right, Right, Down, Down.**

Fade to Black Level: **Press X, Y, Z, Z, Y.**

Chowder Level: **Press Y, Down, Down, Up, Right, C.**

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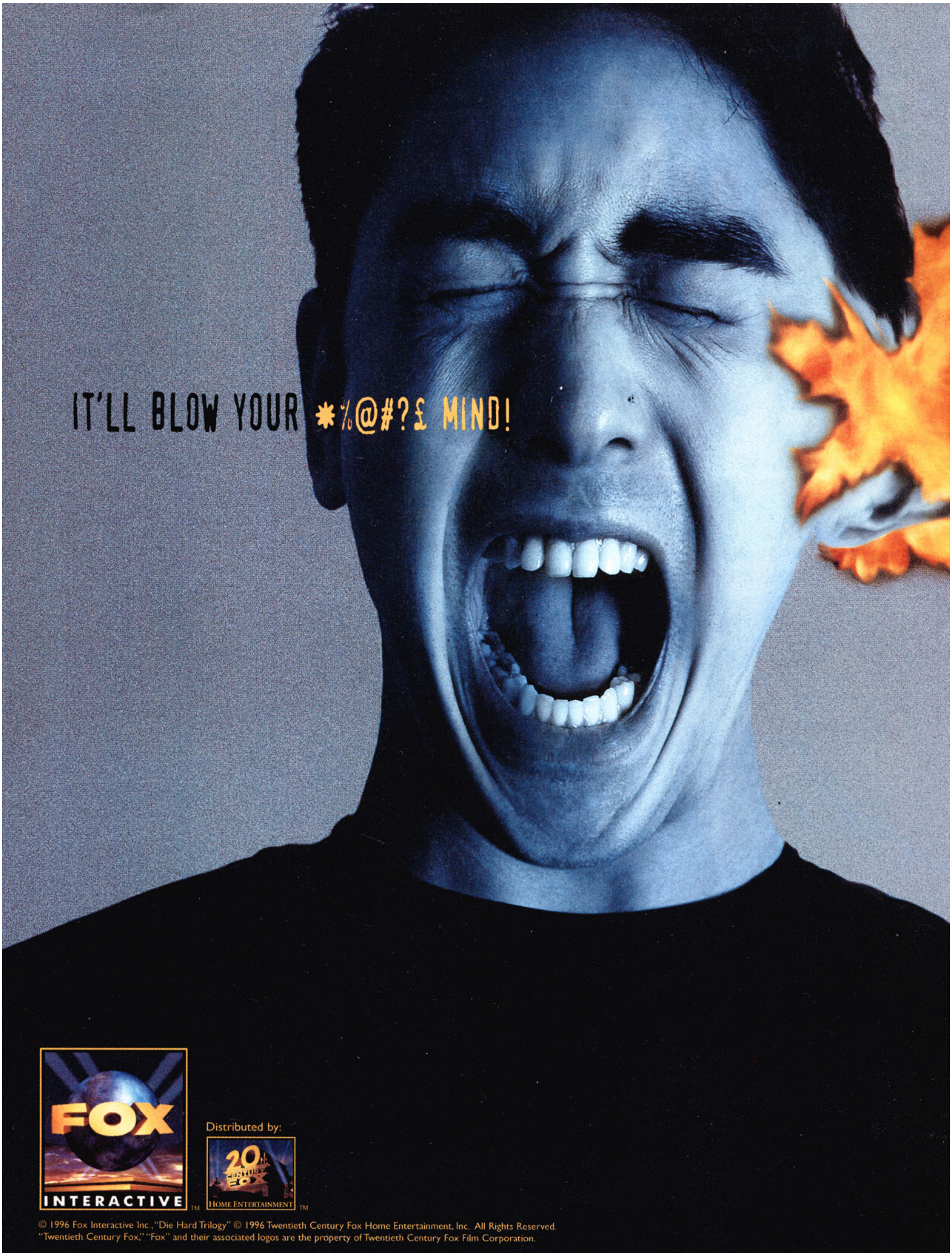
IT'LL BLOW YOUR *%@#?£ MIND!
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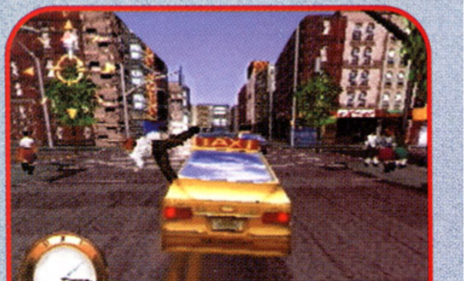

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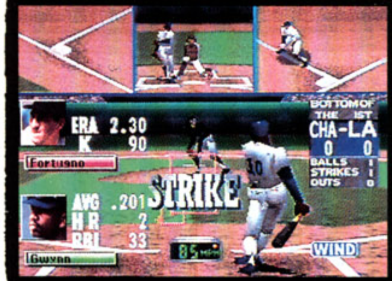
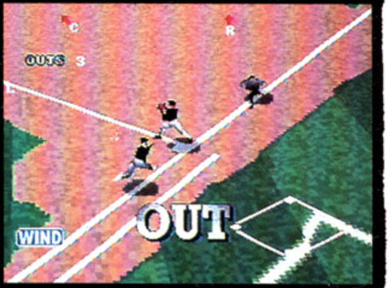
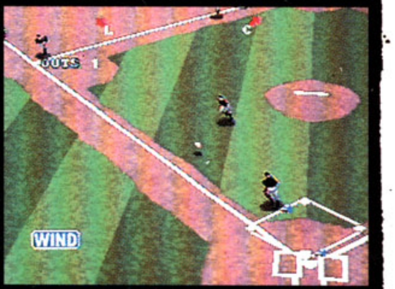

ERA 2.30
K 90
AVG .201
HR 2
RBI 33
STRIKE
BOTTOM OF THE 1ST
CHA-LA
0 0
BALLS
STRIKES
OUTS
85
WIND
Gwynn

- SIGNATURE MOVES
- TRADES
- FULL SEASON AND PLAYOFF MODES
- VOCAL UMPS
- ERRORS

"BOTTOM OF THE 9TH"


OUTS 3
OUT
WIND

- 3-D INTUITIVE BATTING SYSTEM
- TRAINING MODE
- WIND CONDITIONS
- "PLAY-BY-PLAY" ANNOUNCER
- PLAYER STATS



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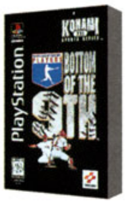
AGES 6+


PlayStation
KONAMI
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